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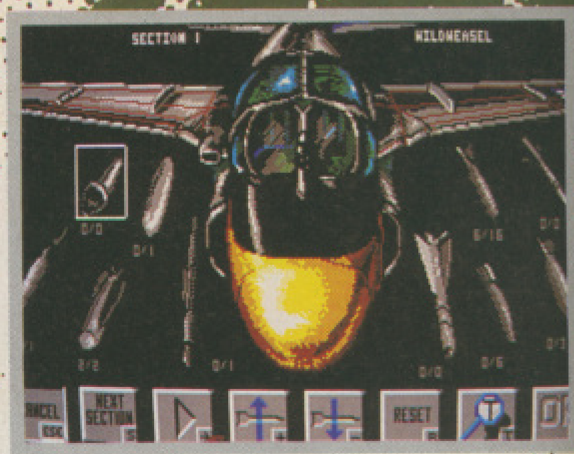
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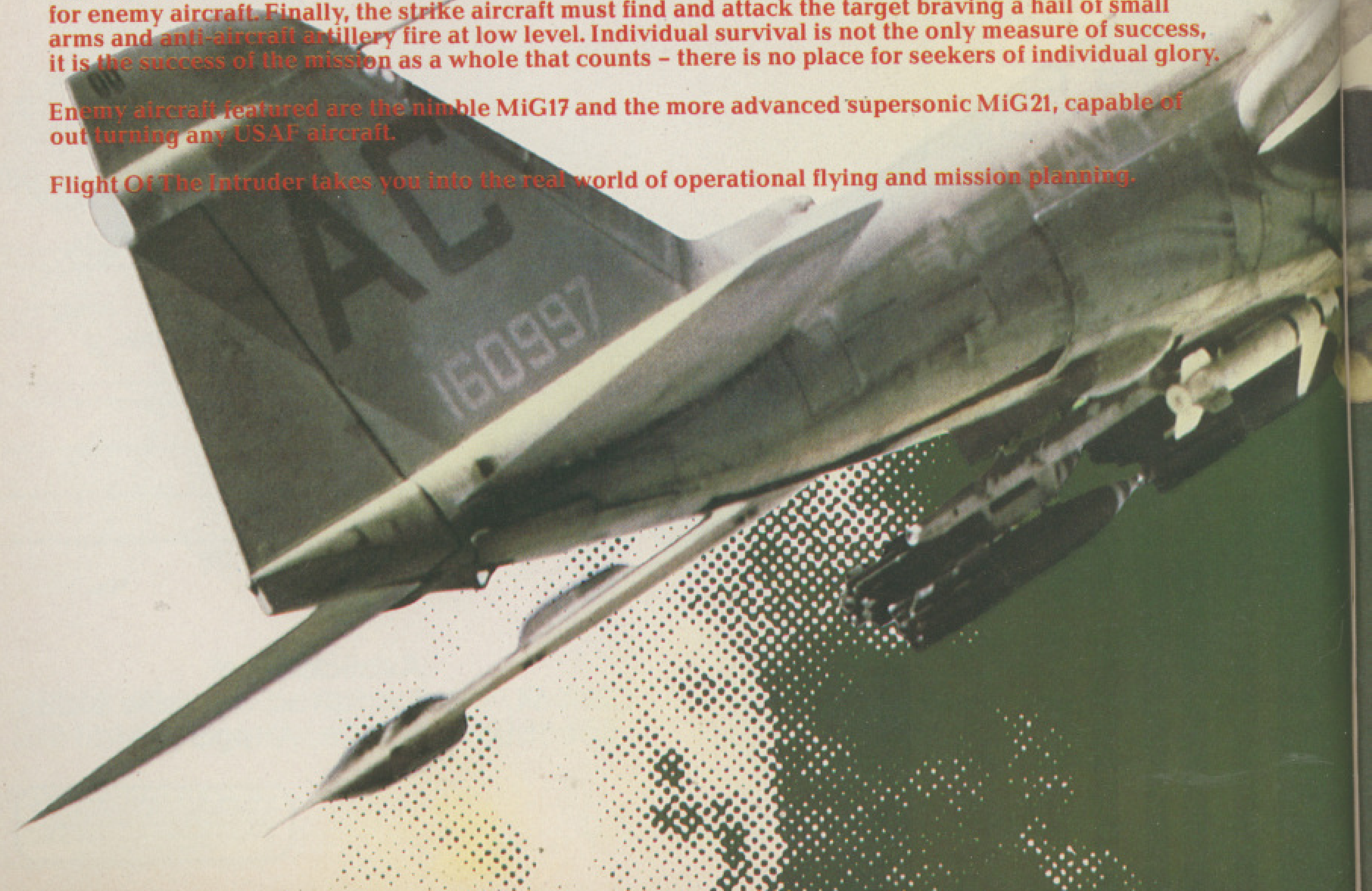
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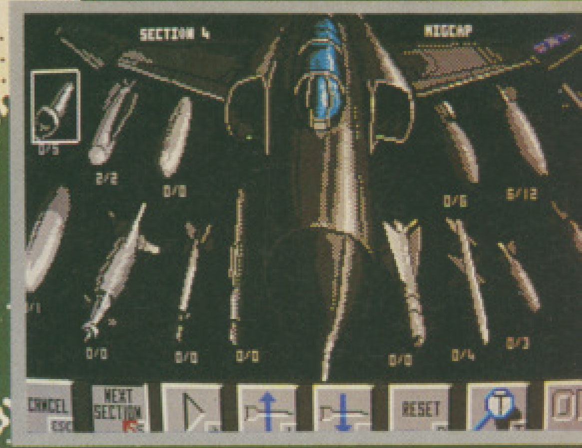
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Ghouls, dragons and goblins galore in the brand new smash game, *Wrath of the Demon*. See page 40 for our exclusive review.





In an extra special feature we have an exclusive review of the long-awaited *Dick Tracy* game, take a look at the Disney Animation Studio, give the low-down on upcoming Disney games and movies, and preview Arachnophobia, the chilling new film directed by Steven 'Jaws' Spielberg. Turn to page 50 now!



As the space-fantasy game, *EPIC*, gets ready for take off, we've got the latest pictures of the Amiga version in this month's BUZZ. For the best news column in the biz, turn to page 8.

R E G U L A R S

New Turtles games on the way! Find out more in BUZZ.

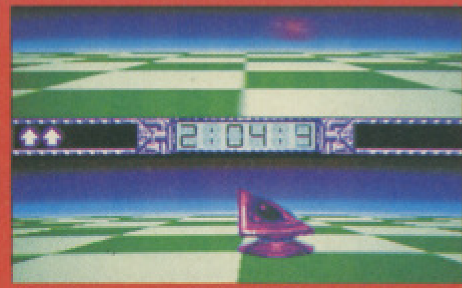


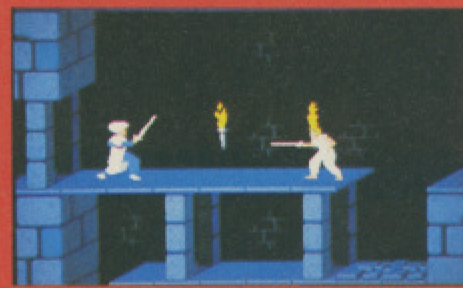
S P E C I A L S



Play Biffa Bacon in the latest game from Virgin based on the VIZ adult comic book. Special preview on page 20.

Rainbow Art's *Master Blazer* comes blasting onto the Amiga this month and Domark come up with what could be one of the smash hits of the year with Broderbund's *Prince of Persia*.





G A M E S



The best value disk in town! Play Super Huey, a *complete* game courtesy of Electronic Zoo.

THE DISC

By way of a change, this month we present a real coup – a full game. *Super Huey* wowed the flight sim world when it was first released, and we proudly present the entire game and its many missions free of charge. Boasting a nice mixture of arcade and simulator gameplay, *Super Huey* is the perfect launch pad for anyone new to flight sims, and a playable test for old veterans.

R E V I E W S

Leading our reviews and gracing our cover, we have the first review of Readysoft's Wrath Of The Demon. In turn, this is backed up with the likes of Dick Tracy's crime-busting antics, and Line Of Fire's superb two-player action. Anco break away from the soccer scene with Death Trap, a dungeon-based arcade/adventure. Ninja Remix hits the Amiga to a warm reception. And we also put Panza Kick Boxing, Prince Of Persia, and Narco Police under the microscope.

BUZZ

Ocean join forces with The Terminator...

...MicroProse take Gunship into the year 2000...

... return of the Red October...

... Domark take up Pit Fighting...

HE'LL BE BACK...

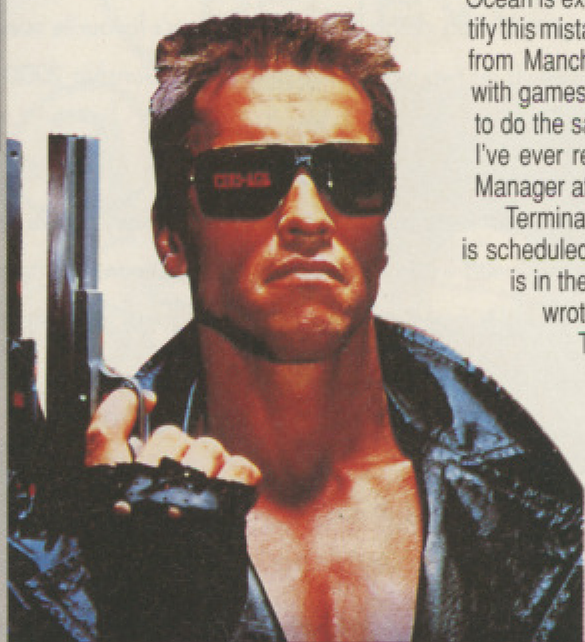
Ocean is bringing out a game based around the sequel to cult science-fiction movie, Terminator. Fans of the original film will be pleased to hear action-actor Arnold Schwarzenegger has been recast as the deadly cyborg assassin sent from the future.

Many regard Terminator as the movie that made the Austrian muscle-man; it was here that Arnie first used his infamous 'I'll be back' catch-phrase.



Terminator II: Judgment Day continues on from the first film with Arnie-baby once more on the trail of Sarah Connor, a young woman whose life will supposedly have great significance in the decades to come. Schwarzenegger plays a monstrous machine that feels no pity, pain or fear – just an overwhelming desire to kill the unfortunate Miss Connor and anyone who foolishly gets in the way.

Surprisingly, although the first Terminator movie could have been turned into a cracking computer game, no software house ever took up the challenge. Ocean is extremely pleased to rectify this mistake with the film's sequel. This chart-topping company from Manchester has already achieved considerable success with games based on *RoboCop* and *Batman*, and it now hopes to do the same with *Terminator II*. 'The movie-script is the best I've ever read,' confides Gary Bracey, Software Development Manager at Ocean, 'it's going to be bigger than *RoboCop*.'



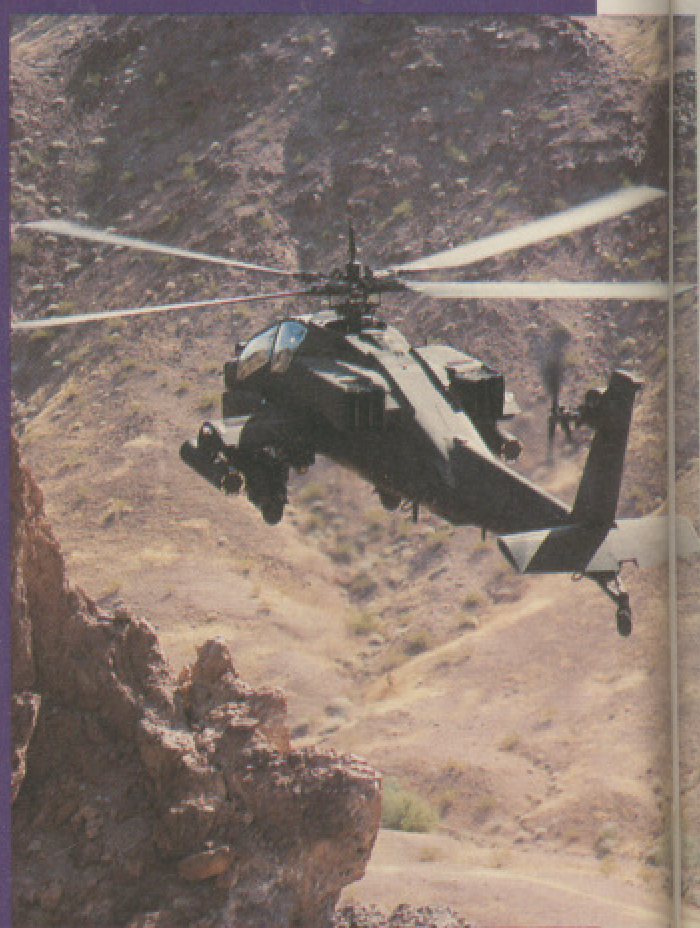
Terminator II has just gone into production in the States and is scheduled for cinema release during the summer. The movie is in the capable hands of James Cameron, who previously wrote and directed Aliens, The Abyss and the first Terminator. The game will follow later. Ocean isn't giving away any of the gameplay details and the programming team has yet to be selected. It's possible that Special FX, who did a good job on *RoboCop 2*, could be given the project.

If you're interested in movie-trivia you may like to know Arnold Schwarzenegger's fee for playing Terminator for a second time... his own private jet-plane!

AIR SUPREMACY

Wanna pilot an attack helicopter? MicroProse, the American software house with a taste for micro simulations, is about to commence work on the Amiga version of *Gunship 2000*.

Gunship 2000 puts you in control of a five chopper platoon of sophisticated helicopter hardware including state-of-the-art Apache, Blackhawk and Cobra choppers. The sim offers the player a choice of two theatres of war: the Persian Gulf or Europe. There'll be various missions to complete within each theatre and an entire complement of tasty weapons to help take out the enemy.



MicroProse first entered the fray of chopper sims with *Gunship* which proved a top-seller more than three years ago. *Gunship 2000* will feature multiple helicopters on screen simultaneously and has built in data disk capabilities so that the game can be updated to include future conflagrations between the forces of good and evil (and their legions of helichoppers).

The finished game is seeking to improve the advanced 3D graphics routines first seen in *F19 Stealth Fighter*. Using a new system called 'Topographical 3D', the system's touted to be faster and able to include more terrain detail than other contemporary systems.

The conversion is being handled by MicroProse's competent in-house team. These guys have already produced the successful Amiga implementations of *F-19 Stealth Fighter* and *M1 Tank Platoon*.

WHAT'S THE BUZZ



THE HUNT FOR RED OCTOBER

It's not often that a computer game is brought out of retirement, revamped and re-released. Grandslam Video has done just that with *The Hunt For Red October* in time to ride the wave of the video's success. Unsurprisingly, Grandslam's boss Stephen Hall assures us it's 'a totally different game'. Images is programming the mark two version.

Paramount Pictures' blockbusting movie starring Sean Connery has been turned into a five-level arcade game. Following the plot of the movie, you must first get Jack Ryan aboard the U.S.S. Dallas, then navigate Red October, the world's most advanced nuclear submarine, through the Reykjanes Ridge – a key ridges in Red Route One (the Soviet Navy's Baltic route) – while avoiding homing missiles and mines. In the later stages of the game you're pursued across the Atlantic Ocean by the Soviet's Red Banner fleet before the final confrontation with a KGB saboteur.

The original game attracted fans from the strangest places, including GEC-Marconi's simulation scientists in Scotland who thought the first *Hunt For Red October* was quite an accurate submarine simulation!

GOING UNDERGROUND

There's a new underground sport in the city. Up to three players can take part in a fight to dethrone The Masked Warrior and his minions. Only the brutal get the hi-scores.

Pit-Fighter, The Fighting Machine is the most recent coin-op from Atari Games, the veteran arcade firm responsible for the likes of *Hard Drivin', Paperboy* and *S.T.U.N Runner*. The game has attracted a lot of attention because of its novel graphics system. Every sprite is a digitally processed graphic. This is a game with life-like actors beating each other up with full camera zoom and side-to-side pan. The blood, though, is an artificial additive to stop punters from fainting.



Players select one of three fighters to take on anyone who dares. Buzz is a former pro-wrestler and body builder, Ty is the champion kickboxer and pit-fight veteran and Kato is a master of the Flying Dragon style of karate. Each player has a special move to bring down anything in their path. Buzz has a killer body slam, Ty has a deadly double kick and Kato throws a lethal Dragon punch. At the end of each match players are individually awarded a knockout and brutality bonus plus a fight purse.

Atari is converting this fight 'em up onto its Lynx handheld console, but Domark is currently negotiating the Amiga rights to *Pit-Fighter*. If it gets them you can expect to be punching people's lights out before Christmas '91.



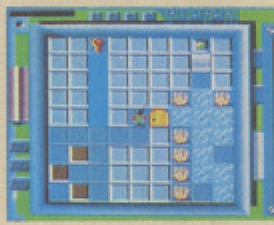
SPECIAL CRIMINAL INVESTIGATION



After its success in the arcades, the Amiga conversion of *Special Criminal Investigation* is nearly upon us. Itself the sequel to *Chase HQ, SCI* features two of Miami's toughest cops cruising the streets for info on the whereabouts of the Mayor's kidnapped daughter. Instead of ramming cars off the road as in the first game, *SCI* lets you blast 'em with an automatic rifle until they give up, pull over and spill their guts. Catching up with the bad guys ain't gonna be easy, though, as you've got to avoid other motor cars and must complete each chase within a strict time limit. Available on the Ocean label soon.



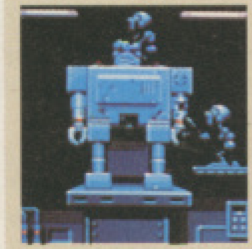
INSECTS IN SPACE Another hit game on the 64 makes its 16-bit debut. This time it's Sensible Software's old 64 smash, *Insects in Space*. Deadly insects have invaded Earth and wiped out the entire human race except for the very young. You play (and don't laugh) the Arch Leader of the Motherhood, Saint Helen Bak, the self-appointed protector of the last remanents of the human race and must stop killer bees picking up the remaining babies and dropping them to the ground. Featuring 8 directional scrolling at 50 frames a second, the game has been programmed by Dave Cantrall with graphics by Mark 'Stormlord' Jones and is due for release on the Hewson label in January. Actually, it's much more fun watching the babes go splat on the floor than rescuing them!



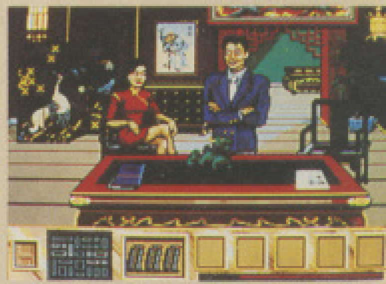
CHIP'S CHALLENGE Owners of Atari's 'hand-held' Lynx machine will already be familiar with this game. Set over 144 scrolling levels, *Chip's Challenge* is a maze-based puzzle game, with the game's central hero, Chip, out to join his girl's computer club. To gain entry, though, Chip must use all his skill and cunning to avoid death at the hands of the maze's evil occupants or by falling into the many traps that are placed in his path. The conversion is in the hands of Images, who in the past have produced the conversions of *Back To The Future II* and *Ninja Spirit*, and it looks surprisingly like its hand-held counterpart. Out soon from U.S. Gold.



EDD THE DUCK **Yoo, dudes! Edd the duck, currently to be found waddling around the broom cupboard at the BBC during children's teevee and star of his own hit tv-show, is to make his micro-screen debut in a platform shoot 'em up. Duckin' and a divin', Edd has to collect stars from various departments at Television Centre, the home of the British Broadcasting Corporation, whilst avoiding Wilson the Butler and his legion of baddies. There are 20 stars to collect in the Weather, Special Effects and Children's TV Departments. If he fails, the filming halts and poor Ed loses one of his four lives. Armed with a special Snowball Shooter which freezes the opposition for a short period of time, Ed can be found battling the evil 'arglefrogs' from December onwards courtesy of Impulze.**



BOTICS Set in the year 2085, *Botics* is a deadly future-sport. The game is played by two human players clad in masssive Transformer-like robotic suits. Once on the pitch, the two players must stand in front of a slit-like goal and try and deflect the ball into their opponent's goal. Three consecutive games have to be won before you can make it to the next stage – fail and you're booted out of the competition and your chance for riches is gone for good! *Botics* offers five computer opponents and four courts, each of which vary in difficulty with the players getting faster and the pace of the game getting quicker. With an amusing intro featuring a robotic sportscaster setting the scene, *Botics* is out now from Krisalis.



CRIME DOES NOT PAY Become the king of crime and, ultimately, the mayor of the city, in the latest game from Titus Software. *Crime Does Not Pay*, an adventure/arcade game, lets you play an Italian or Chinese criminal mastermind as you seek to corrupt city officials, bribe the police and wipe out all opposition. Each group is composed of a Godfather type character, a hitman and a Gangster's moll. Whoever you choose to be, your character moves through the city and fights cops, rival cartels, street punks and petty criminals. Principal targets include the Chief of Police, Judges, the Mayor and other leading citizens. If they don't take a bribe they'll get the bullet instead. During the course of the game you can enter different city buildings in order to collect objects (money, keys, confidential files) which will help you to blackmail VIPs and plan raids or robberies. With 200 rooms to check, extensive maps and four kinds of enemy, *Crime Does Not Pay* is out now.

BUZZ

Turtely expected sequel news...

...Strike One! With Cinemaware...

...even more opportunities for would-be leaders of men...



EXTRA POWERMONGER DISKS ON THE WAY

Bullfrog, the creator of *Populous*, is already working on extra data-disks for its new state-of-the-art strategy game, *Powermonger*. These disks are not simply filled with different graphics or extra missions, but completely redesigned scenarios.

Electronic Arts and Bullfrog hope to make *Powermonger* more up to date, for instance a World War One data-disk is on the cards. With such a disk, you could have trench warfare complete with machine guns, barbed wire, biplanes, tanks, mustard gas, artillery barrages and no-man's land.

The gifted Guildford-based games team designed *Powermonger* with the idea of expansion built-in at the very start of the venture. Bullfrog can change absolutely everything in the game by altering its complex database – from the inner workings of its advanced artificial intelligence to trivial aspects like the size of a forest.

There will probably be two *Powermonger* data-disks followed by an editor disk allowing you to create your own scenarios. You'll even have the chance to design your own landscapes using *DeluxePaint III*. The extra disks should be available by the end of February. No price has been set, but £10-£15 per disk seems likely.

TURTLEY AWESOME, DUDE – TURTLES 2 AND 3 ON THE WAY

The first *Teenage Mutant Turtles* game has hardly hit the streets, and there is already talk of two follow-ups based around the hip hyped heroes in a half-shell.



Konami has just launched the conversion of its immensely-successful *Teenage Mutant Ninja Turtle* coin-op in the States and the second movie is about to go into production - with Jim Henson's London-based puppet company again providing the special effects.

Although Mirrorsoft is keeping quiet at the moment, it's a fair bet that the Maxwell-owned company will snap up these two licenses before the cowabunga bubble bursts and kids stop ordering chocolate and anchovy pizza pies from Pizza Shack. Many believe the Konami arcade game to be superior to the current *Teenage Turtles* title from Imageworks.

TV SPORTS BASEBALL

First there was Basketball, then came American Football and now Cinemaware has turned its micro movie-making skills to the good old Yankee sport of Baseball.

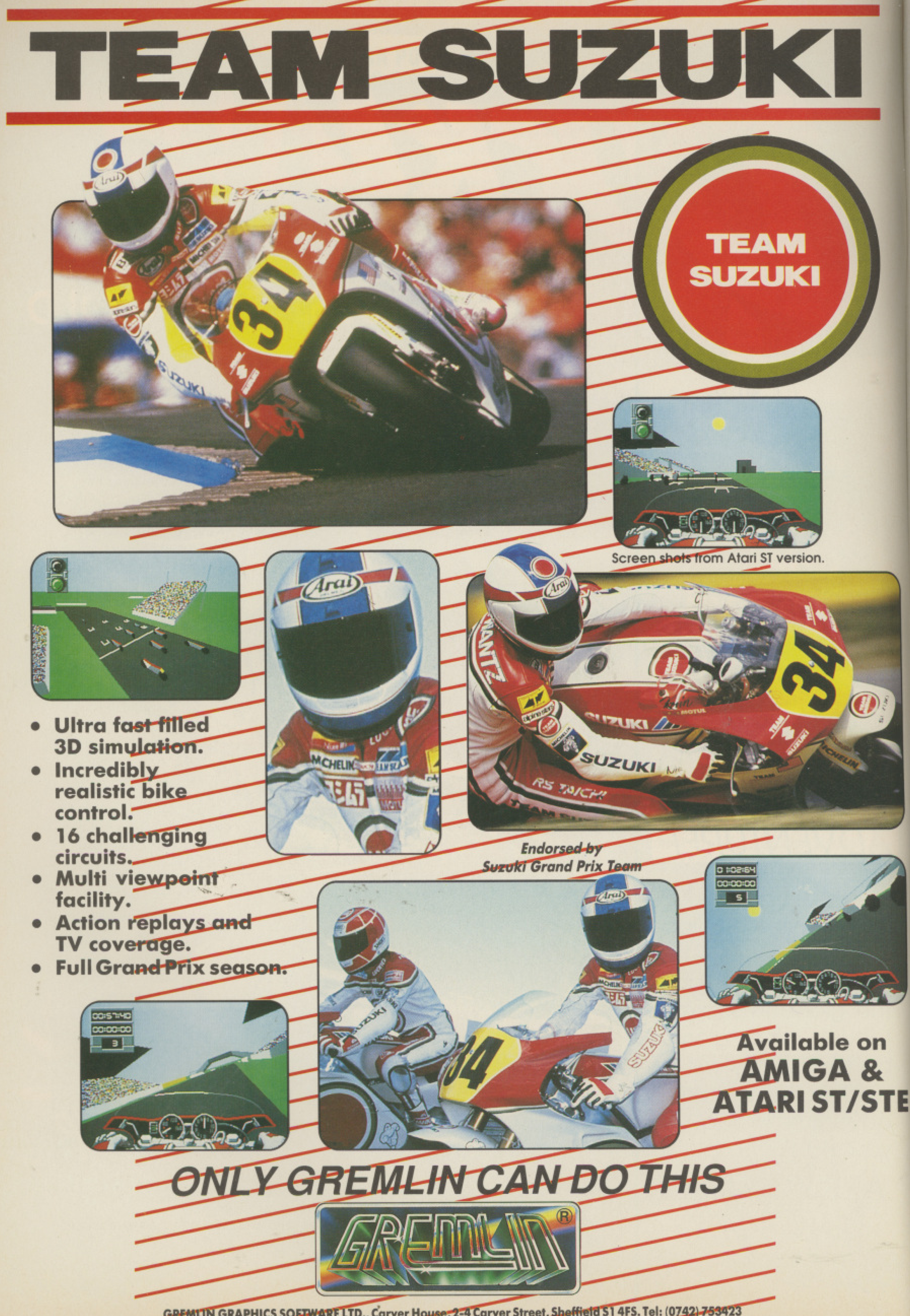
Cinemaware believes *TV Sports Baseball* is its most powerful statistical simulation to date with a complete 162 game season, 25 man rosters with five-man reserve lists to replace injured players, 26 teams of all-time greats and a complete general manager mode of play.

Despite all these stats for the armchair manager, the database can be switched off if you want more action. Either way, the excitement of Baseball is captured with the help of large fully-animated players and a magnified batter/pitcher window for a close-up of the ball-throwing and strikes.

'Baseball will have the same coin-op quality graphics, atmospheric sound effects and arcade action that has made the TV Sports series such a winner,' says Mirrorsoft, the game's European distributor. *TV Sports Baseball* will ship in the spring for £29.99.




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BUZZ

U.S. Gold prepare to take part in the Final Fight... ...Ocean's Epic title finally warms up for take-off... ...meanwhile, Mindscape announce a sequel to Tracon...

STREET FIGHTING

Everything went wrong when Haggar, newly elected mayor of Metrocity, began his promise to rid the streets of the evil Mad Gear gang. These criminals retaliated by kidnapping Haggar's daughter Jessica. Now it's payback time.

In *Final Fight* you have the choice of playing Haggar, Cody (Jessica's childhood sweetheart) or Guy (Cody's friend) on a mission to rescue Jessica. This beat 'em up is split into five rounds as you move through the slum, subway, westside, bay and uptown areas of Metrocity. Each area is 'owned' by a big bad Mad Gear boss just itching to go one-on-one with you.



All three heroes possess special abilities in addition to the full force range of back-hand punches, revolving kicks and throw moves. Haggar is an ex-street fighting champion who excels at wrestling, Cody is good with knives and Guy is trained in the art of ninjitsu using a special off-the-wall jump to catch the enemy off-guard. When you're in a pinch you can use the deathblow which produces a double rally punch or, for some real fun, pick someone up and pile-drive them into the concrete head-first.

US Gold has picked up the rights to this Capcom arcade game which should be ready for release by the end of the year. Creative Materials is working on the conversion of this fashionable coin-op.

RETALIATORY ACTION

How can you top the success of the award-winning flight-sim *F-29 Retaliator*? Well Digital Images Design, the team behind *Retaliator*, is working on *Epic*, Britain's answer to Origin's *Wing Commander*.

***Epic* started life as a three-dimensional version of Microdeal's *Goldrunner* before Digital Image Design decided to up the stakes and create a space simulation come shoot 'em-up with cinematic animated sequences and presentation. 'It's a shame we've been working in parallel with *Wing Commander*,' sighs Martin Kenwright from Digital Image Design.**

If you thought the fast polygon graphics seen in *Retaliator* were impressive wait till you see *Epic*'s on-screen space fleet of over 80 ships! You quickly realise the game has been influenced by the movies Battlestar Galactica and Star Wars. The launch of your starfighter from a carrier is depicted as a complete cinematic sequence with the camera (your view of space) zooming and panning as your fighter moves out into space. Movie effects are used throughout the game to make it much more special than your average space sim.



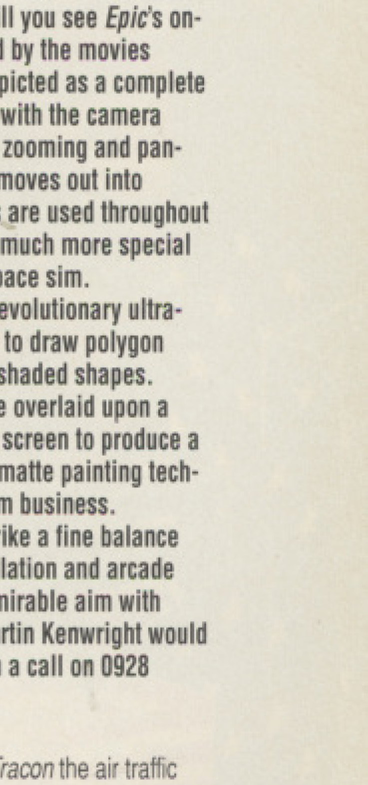
***Epic* employs a revolutionary ultra-fast graphics engine to draw polygon cones, spheres and shaded shapes. These images can be overlaid upon a beautiful bitmapped screen to produce a similar effect to the matte painting technique used in the film business.**

'We've had to strike a fine balance between space simulation and arcade action,' says Kenwright. It looks as though Digital Image Design is achieving this admirable aim with some style. *Epic* should be out before Easter courtesy of Ocean. In the meantime, Martin Kenwright would like to hear from any keen programmer, graphics designer or musician. Just give him a call on 0928 579975 and tell him CU Amiga sent you.

CLEAR FOR TAKE OFF

Mindscape have announced a sequel to *Tracon* the air traffic control game which became a cult hit on the PC in the States.

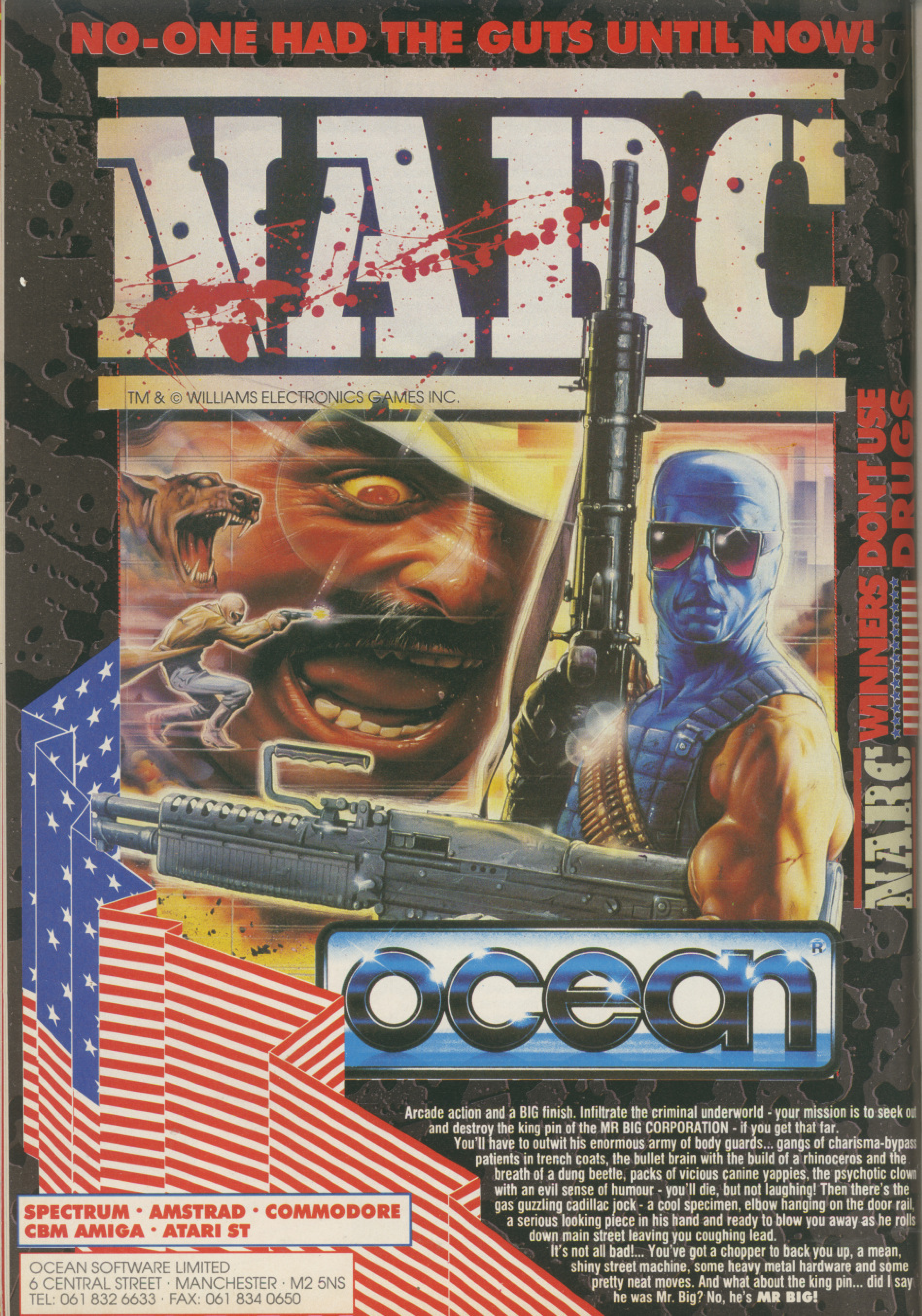
The first version was never made available on the Amiga, but nevertheless attracted thousands of fans, not to mention the serious users. Both the USAF and federal aviation authorities employed it in their training programmes.



Described simply as 'a sophisticated radar simulation' the game allows the player to experience the pressures of air controllers who have the responsibility of directing air traffic in the skies. Experience the thrill of delaying charter flights! Sweat as two dots approach each other! Panic when they merge! Restart after a mid-air collision wiping out hundreds!

Tracon II is designed to link up with Microsoft's *Flight Sim v4.0* by US developers Weston International, and the Amiga version promises digitised speech and a manual the size of 'War And Peace'. Mindscape meanwhile are talking to the Civil Aviation Authority in this country about the possibility of them adopting the simulation here.

The company also announced a fantasy role playing game designed by Canadian Rob Anderson who produced the graphics for Grey Matter's Fiendish Freddy circus release last year. Moonstone features a novel approach to on-screen violence by allowing the player to set a meter dictating the amount of gory detail you see. Set to maximum we're promised some of the most unpleasant death sequences ever seen.



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and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's **MR BIG!**
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BACKCHAT

LETTER OF THE MONTH

PUZZLE PROBLEM

What's with the sudden influx of puzzle games? Over the last few months we've had *Plotting*, *Welltris*, *Puzznic*, *Klax*, *Spiderman*, and *Pipemania*. I mean, how are we ever going to progress on to fantastic looking games that really push the Amiga when we're stuck with these games that wouldn't stretch an 8-bit console? OK, so they're playable, but normally only in the short term. I recently bought *Plotting*, and although it was fun for an hour, it got so repetitive I took it back to the shop and asked for a replacement! And my mate bought *Klax* after all its excellent reviews only to find that, this too, got really really dull.

I can understand that these games are initially playable and that if you don't play them enough to get bored with them, but all the same let's concentrate on the decent stuff and try to ignore any new puzzlers. What do you say?

Grant Peterson, Portsmouth.

OK, so some of the puzzle games aren't that good in the lasting appeal stakes, but they do prove playable. I agree that there are a lot of them on the market, but if that genre is currently popular, you've got to expect a few clones – after all, just remember how many shoot 'em ups are available. As for your claim that they stop the decent games from coming out, I don't really think that stands up to close inspection. For every puzzle game that comes out, there are nearly two adventures and ten arcade games, so I don't think that they will kill off the Amiga just yet.

WHO DAT MAN?

I was reading your excellent December issue, and who should I see writing for but Steve Merrett. Now pardon me if I'm wrong, but isn't Steve the editor of one of your rivals? If so, do they know that he's moonlighting? Please, please can you explain what happened, and whether he'll be a regular amongst the team.

Darryl Case, Shrewsbury.

OK, it's a fair cop, Steve doesn't work for *Amiga Action* any more, and he's joined us to produce features and reviews, along with other Amiga-related items. After all, he's good at it, so it's another feather in our already strong bow.

BEST DISK EVER?

There I was in my local WH Smiths the other day, and what did I see but the new CU. Cash in hand, I raced to the counter, paid for it, and rushed home for a read and a half. As I flicked through, I was really impressed by the Robocop II feature which went from describing the game (which I'll definitely be buying), to a review of the film and a detailed look behind the scenes as to how the special effects work – more of these please, as they are brilliant. The rest of the issue was every bit as good, although there weren't as many reviews as I would have liked – how about adding a few more. Finally, First Impressions looks like a good new feature, and I look forward to the next one. Finally, the icing on the cake was the brilliant cover disk. I haven't stopped playing Robocop II, and Lemmings is simply the most addictive game I have played for ages. It was a pity that ESWAT wasn't playable, though, but two out of three isn't bad. All in all, the best issue you have produced to date - keep it up!

James Hunter, Tyne And Wear.

Er (blush blush), thanks a lot...

VIRTUAL BOREDOM

What's all this fuss about Virtual Reality? As far as I can see it's as boring as hell. I mean, what's so good about walking through a world made up of poxy yellow and green polygons? Give me an all-action blaster like *Saint Dragon* any day. So come on guys, give all this Virtual rubbish a miss and concentrate on all the new games that are about to hit the Amiga.

Steve Brice, Grimsby.

As well as keeping an eye on the games that are on their way, it is also interesting to see what we may be playing in a few years time. After all, when we were Commodore User and were C64 based, we had people who objected to the introduction of Amiga reviews - now look, we're totally Amiga orientated. Progression is bound to happen, so don't get impatient because it's not available here and now, keep an eye on the future it's what we'll all be playing tommorow. Who knows, then you'll be saying 'forget the CD Mini Movie System (or whatever), and concentrate on the fast new Virtual Reality stuff'. As Maggie said, 'It's a funny old World'.

COMIC CUTS

I must write and congratulate Dan on his brilliant comics feature in the December issue. It was really interesting to read about what you lot at CU read, although I have really gone off Tony Dillon after reading that he likes Twinkle! I realise that this arti-

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

cle was added to tie in with the rush of comic licences that you reviewed that month, but is there any chance that it'll become a regular feature? And, if so, can you include stuff about horror mags and sci-fi stuff?

Stuart Kemp, Wimbledon.

A comics feature will appear occasionally, but don't expect it every month.

COME AND FACE US!

I read most of the Amiga mags on the market, and have come up with an idea I think you should include in yours. One of them, Zzap!, has pictures of the reviewer by whatever he is saying, complete with one of them frowning if a game is bad, or grinning if it is good. So, why don't you lot at CU get your faces in the mag more often?

David Trent, Cardiff.

If you saw Mark Patterson or Dan up close, you'd realise why! Seriously, we don't really see why having our faces spread all over the mag would aid the reviews in any way. We'll just let our scores and harsh words do the talking.

HANG THEM ALL

I think many of your readers have got a bit carried away with the recent piracy debate that's been raging in your pages for the last few months. Suggestions such as ten years in a high security prison or a swift kick in the nether regions are less than helpful. Crickey, what's so bad about copying disks?! I do it all the time. Not games, you understand, but graphics that I've created using D-Paint or other such software packages. I'm not going to labour away at a picture for ten or fifteen hours only to have it get corrupted and then lose all my work. It's nigh on impossible to track down a good copying program these days as everyone's so paranoid about stocking them.

D. Boner, Shropshire.

Yep, quite agree with you there. It's a very tricky subject and causes a lot of anger on both sides. All we can do is state CU's position on the matter once again: CU is against the use of copying programs if they're to be used to rip off games software, but obviosuly there is a need for such programs when using graphic packages and the like. Let's call the issue closed now, can we? Please!

TOP TEN

What a year it's been. I think the games we've had this year have been utterley superb. I'd be quite interested to know what you all think were the best ones. For what it's worth, here's my top five games for the whole year.

1. *Wings*
2. *Midwinter*
3. *Supremacy*
4. *Kick Off II*
5. *RoboCop 2* (judging by your excellent cover disk playable demo)

How about having a regular spot in Backchat for readers' top tens?

Richard Rigglesworth, Tottenham.

No sooner said than done. You've just supplied the first list. From next issue we'll collate all the top tens we receive and make a list of what our readers are buying.

ROBOCOP 2

I cannot believe this, in fact I refuse to believe it, so I've come to a conclusion that this is all a dream and I am going to wake up and read the December issue of CU and find out that *RoboCop 2* has got a better mark than 83%. I played the demo, read the review and then saw the score. I think it should have got at least 90% or over. The way the game was put together and the graphics and animation were super. The sound was fabulous with different sounds for each gun. All the guns and rocket launchers firing at once was a real racket. After playing the demo I am certainly going to be buying the game. I just don't know how you can just give it 83%. But I suppose you are the ones with the degrees. And a word of thanks for bringing to the public such an informative and interesting mag with lots of other features too.

Joseph Brannen, London.

Dan replies: Ha, so you didn't like my review eh? Eat lead, sucker, and taste the steel of my boot. See if I care. I can take it. Oh yes I can, gibber, sniffle...
No, seriously, *RoboCop 2* was a good game but it certainly didn't merit a score of 90%. In recent months we've cut down on the marks we award to games. Unlike other magazines we give a game what we feel it's worth and certainly don't massage the egos or cheque books of games publishers.

READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at Backchat.

KICKED OFF

I've just read Stuart Hardy's 'reader's review' of *Player Manager*, so I thought I'd send in my review of Anco's other biggie, *Kick Off II*. I've been hooked on this game ever since I bought it in July and, I might add, am getting quite good at it. I recently dug out my August copy of CU and was quite surprised that it only scored 90% and collected a Screenstar rather than a Superstar. Also, you only gave the sound 69%. There is only the crowd sound and the noise of the ball being kicked, but that's about all you can expect from a football game. After all, a thumping soundtrack wouldn't exactly fit in, would it? In my opinion, the sound is near perfect for the game and should have been given 95%. The graphics rating was also a bit harsh. Most of my friends who have played the game think that the graphics are brill. The players run around realistically, and the variety of pitches is superb – just like the real thing and worth 97%.

I've been playing this game for four months now, so the playability should go up to 98%. Everything about this game is good, from the tournaments to the kit design, and the addition of the action replays is a brilliant idea. Likewise, the many options are excellent, and allow you to play a short game in a storm, or a long one in nice weather. I think that this is the best game I have bought for my Amiga, and well worth the twenty-five quid I paid for it. I'm not rich, so when I buy a game it has to be a good one, and with *Kick Off II* I made a brilliant choice. My overall score for it would be 98%, and the only reason it didn't score the 100% mark is because of a small bug. You know the one: when you end up taking a corner against your own goal! Like you said in your review 'no other footy game can touch this', how perfectly true.

Stuart Sharp, Selby.

I must agree with you there, actually. On reflection – and judging by how much time Steve Merrett wastes on it – we did underscore *Kick Off II*. I don't agree with your scores for the graphics and sound as whilst they do work well, they are still far from brilliant. Also, there are loads more bugs than the one you mention. Still, on reviewing the score, I reckon I'd give *KO II* 95% and a Superstar. As for your impressive defence of it, though, you've won yourself a twenty-five quid game!

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“Just what a game should be: looks good, sounds good, and plays like a dream.”

Chris Morley, ACE, October 1990

By Graftgold

SIMULCRA

MicroStyle

ACE RATED 936

The 3D vector graphics system in Simulcra features solid filled 3D graphics with shadows and light intensity surfaces. The system allows solid and wireframe surfaces to be freely mixed. Stipple and transparent/semi-transparent surfaces are also employed.

The game code runs up to 252 non player objects on the map. The game cycle rate and the view cycle are independent so that game time can be kept more or less constant even if the display rate is slowed down.

Special explosion effects are achieved using a highly efficient particle controller that individually moves up to 100 particles. Definitely a game that goes with a bang!

Simulcra uses a grid-based map similar to Virus but includes 'blank' squares, introducing ground-based and flight action



Simulcra is verging on the awesome, conjuring up immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a great feeling of speed. Battle is fast and furious and you can power up the SRV with loads of goodies including speed-ups, radar, fire and forget missiles, target display systems, shields, and extra lives.

MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

Cyberscape rules in the far future, where even war is played out inside massive computer simulators. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real world and as a result you have hordes of bloodthirsty simulcraft pilots wreaking havoc all over the place. Your objective is to enter the 'battle matrix' and destroy the other craft as well as the matrix itself.

You control a sophisticated Suface Reconnaissance Vehicle (SRV) with swing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering every so often a thin red line that denotes an energy barrier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.

ACE RATED 936

To add variety to an already exciting game, Microstyle have thrown in a wide variety of enemies. First, and most common, are the laser turrets that slowly sweep in a complete circle until they lock onto you, whereupon they fire viciously. Various ground and air attack craft, such as jeeps and small tanks, race around the walkways, thankfully needing only one shot to kill. Then you reach the megatanks – these can only be killed with missiles, but when shot explode in the most satisfactory way yet, by first ejecting the gun turret and then collapsing in on themselves with a terrific sound effect.

Throughout the game you also have access to a map screen for strategic planning – and there's also a neat power-up that gives you short range mapping/radar facilities while you're moving.



The result is a fast paced 3D shoot-em-up that is slightly similar to Resolution 101 in gameplay terms but blends in elements of Falcon and Virus as well. In addition, the grid construction introduces a maze element. Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.

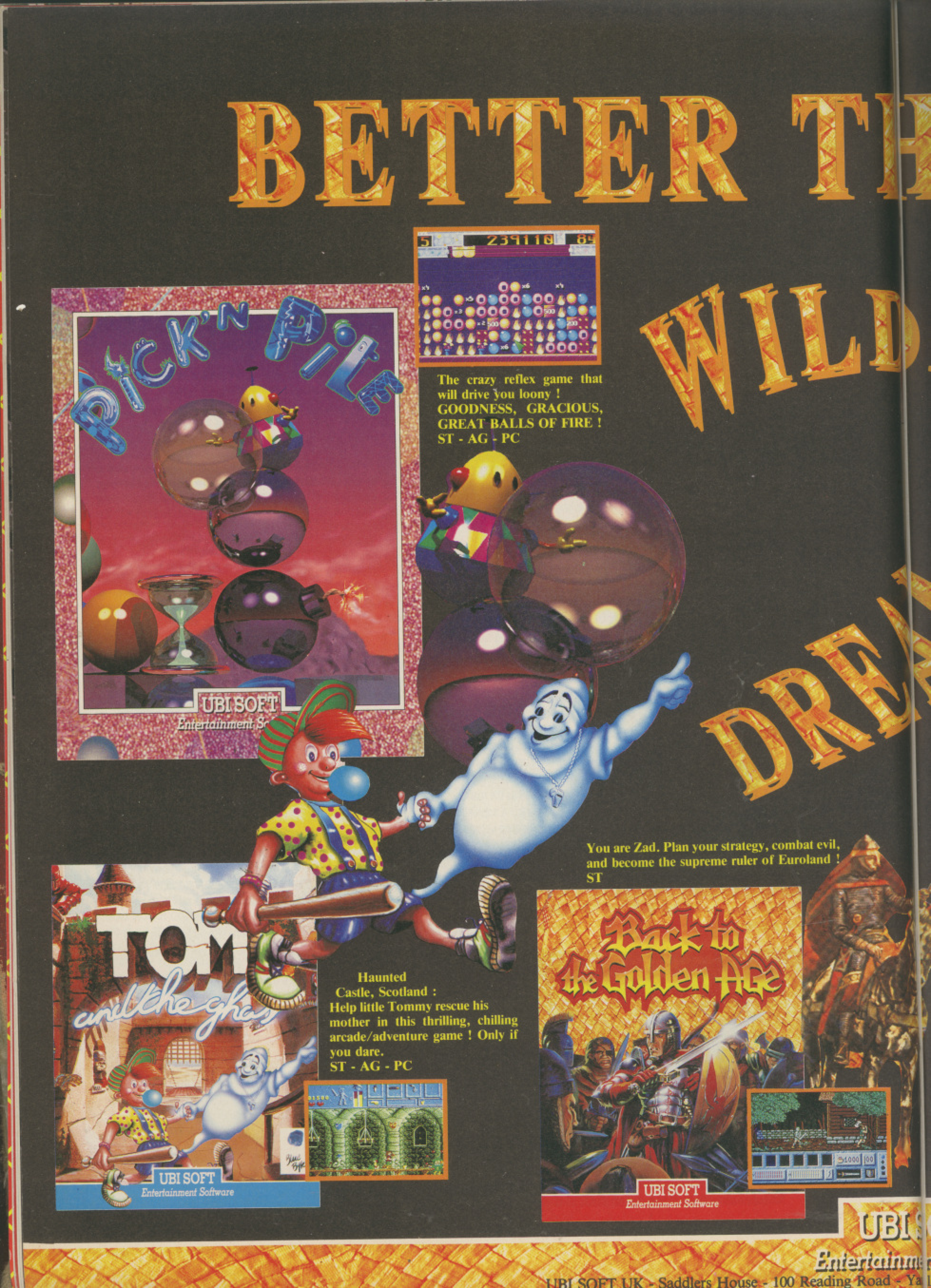


Here at MicroStyle we couldn't think of anything more to add to Chris Morleys' review for Octobers edition of Ace.

RELEASE DETAILS

ATARI ST	£24.99	OCT 90
AMIGA	£24.99	OCT 90
No other versions planned		

All excerpts quoted by kind permission of Ace



BETTER TH
WILD
DREA
PICK'N PILE
UBI SOFT
Entertainment So
The crazy reflex game that will drive you loony !
GOODNESS, GRACIOUS, GREAT BALLS OF FIRE !
ST - AG - PC
You are Zad. Plan your strategy, combat evil, and become the supreme ruler of Euroland !
ST
TOM and the ghos
UBI SOFT
Entertainment Software
Haunted Castle, Scotland :
Help little Tommy rescue his mother in this thrilling, chilling arcade/adventure game ! Only if you dare.
ST - AG - PC
Back to the Golden Age
UBI SOFT
Entertainment Software
UBI S
Entertainm
UBI SOFT UK - Saddlers House - 100 Reading Road - Ya



HAN YOUR
DEST
EAMS
Jupiter's
MASTERDRIVE
Rev your engines ! The crowd is in delirium, intoxicated by speed, anticipating Days of Thrills at the dawn of the fifth millennium...
ST - AG
RANX
UBI SOFT
Entertainment Software
This explosive arcade/adventure is based on the cartoon of the same name. Definitely not for the prudish !
ST - AG - PC
brain blasters
Leave the world of mortals far behind, and enter a world where logic, a good memory, and white and black magic are your tools to attain the coveted position of BRAIN BLASTER.
ST - AG - PC
UBI SOFT
Entertainment Software
RANX
THE VIDEO GAME
UBI SOFT
Entertainment Software
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Steve 'Finbarr' Merrett takes a look at Virgin's Viz to see if it is going to be a big'un (fnarr, fweep!).



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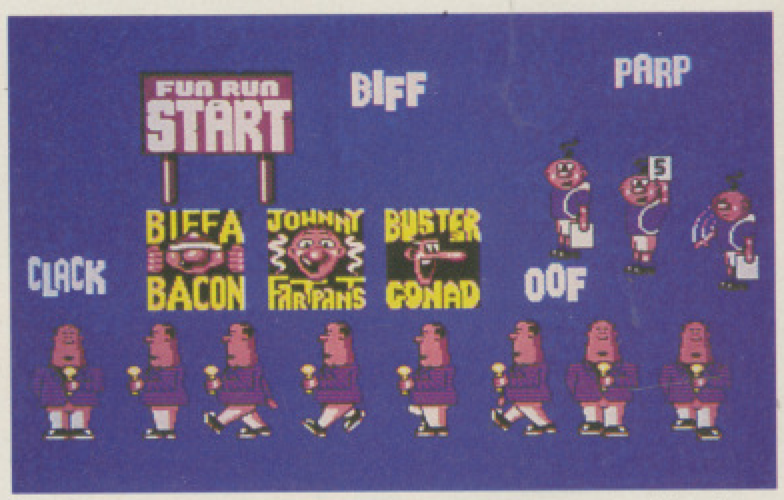


STRIPPING FOR ACTION Until now, *Monty Python* and *The Archers* have been the strangest licencing coups. However, late last year, Virgin secured the rights to produce a game based on the characters of the brilliant cult adult 'comic', Viz. Viz has been around for over five years now, but only in the last two or three years has it really taken off – with even the normally wary WH Smiths stocking it, albeit on the top shelf! The job of developing the game went to Probe Software, specifically the team of Martin Bish and Lee Aimes, with Sound Images doing the deed on the music front, and the project's progress was overseen by producer Jo Bonar.

GETTING STARTED Work started a year ago, and the first job was to decide on the basic style of the gameplay. Jo had decided early on that he didn't want the game to be a scrolling or flick-screen arcade adventure, as past attempts, such as *Snoopy* or *Garfield*, had both been insipid and lack-lustre affairs which captured none of their licence's character. Instead, a race game format was opted for, with as many of Fulchester's odd characters as possible cropping up throughout the game. But this threw up another problem. Of all the many colourful characters in the comic, who should they give the starring role to? After all, you could write individual games based on the antics of the Fat Slags, The Brown Bottle, and Billy The Fish. The answer came in the form of the three who have appeared most regularly: Biffa Bacon, Johnny Fartpants, and Buster Gonads. In addition, that well-



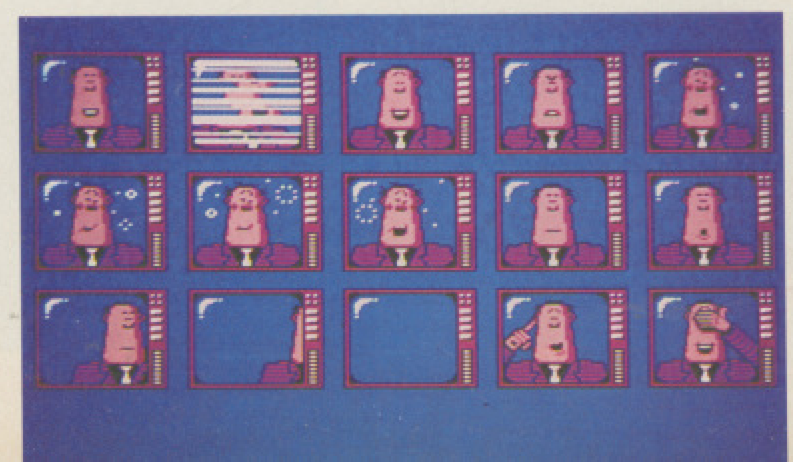
The sprites are initially redrawn on the ST, but are subsequently ported over and retouched (oo-er, gweep!) on the Amiga.



In all, Probe are confident that the race game scenario, whilst also allowing them to attempt a different style from the conventional arcade/adventure themes, will also allow them to cram nearly all of the comic's many characters in. For instance, lesser characters, such as Aldridge Prior (the hopeless liar) can still be used, whilst still letting stalwarts like Roger Mellie and Finbarr hog the limelight.

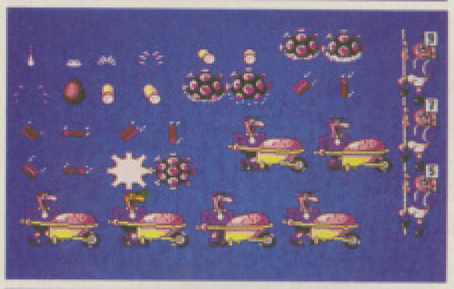


Spoilt Bastard.
With his trusty 'bag of spew' Mother in tow, Spoilt is the archetypical only child who always gets what he wants or will hold his breath or drink bleach until he does.

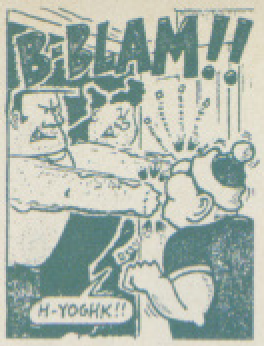












Fat Slags. A fairly recent addition to Viz, the Fat Slags are Sandra and Tracy, a couple of hens who enjoy nothing more than a night out of chips, dancin', chips, drinkin', chips, and bonking





known celeb, Roger Mellie, takes a break from TV and appears every now and then to commentate and give his opinion on the proceedings. Initially, the game involved traversing Fulchester and collecting Co-Op tokens which have been blown over the town



when the local supermarket exploded, but this was dropped and changed so that you must earn your tokens now rather than have them handed to you on a plate.

As far as Viz's John Brown Publishing was concerned, they weren't too concerned about the game. They did, however, supply the team with a more or less complete set of back issues for reference. After that, though, the team were on their own and left to decide just how far they could take the humour. They feel that they have faithfully recreated the strip's visual humour, and the extra medium of sound means that the effects consists of sampled farts and the like – a new dimension to the lavatorial humour! In addition, the sprites are instantly recognisable, and the game has been kept simple so that annoying niggles don't detract from the humour or playability.

Graphic Re-Viz-ion

Once the basic premise of the game had been decided, work started on recreating the famous stars in pixel form. In all, 90% of the comic's characters make an appearance during the course of the game, including (deep breath) Spoilt Bastard, Norbert Colon, Roger Irrelevant, Sid The Sexist, Aldridge Prior, Mr. Logic, Jelly Head, Big Vern, The Parky, Felix And His Amazing Underpants, and Billy The Fish. In addition, a few of the lesser-known characters make an appearance – Rodney Rix (he throws bricks) is the race marshal and, keeping in character, throws bricks at unruly racers.



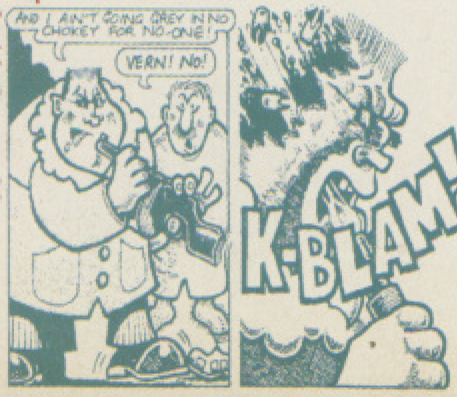
Roger Mellie.
Fulchester's answer to Tarby and Brucey has appeared on more TV shows than Bob Monkhouse or Jeremy Beadle. He is famed for his...er, 'down to Earth' approach, which causes his producer, Tom, more than his fair share of head-aches.

Finbarr Saunders.
The master of the double entendre, Finbarr has been at it for years (fnarr!), and has been keeping it up for as long as we can remember (fweep!). He appears regularly (Goo-erp!), and is a hardened member (Kwerk!) of the Viz team.



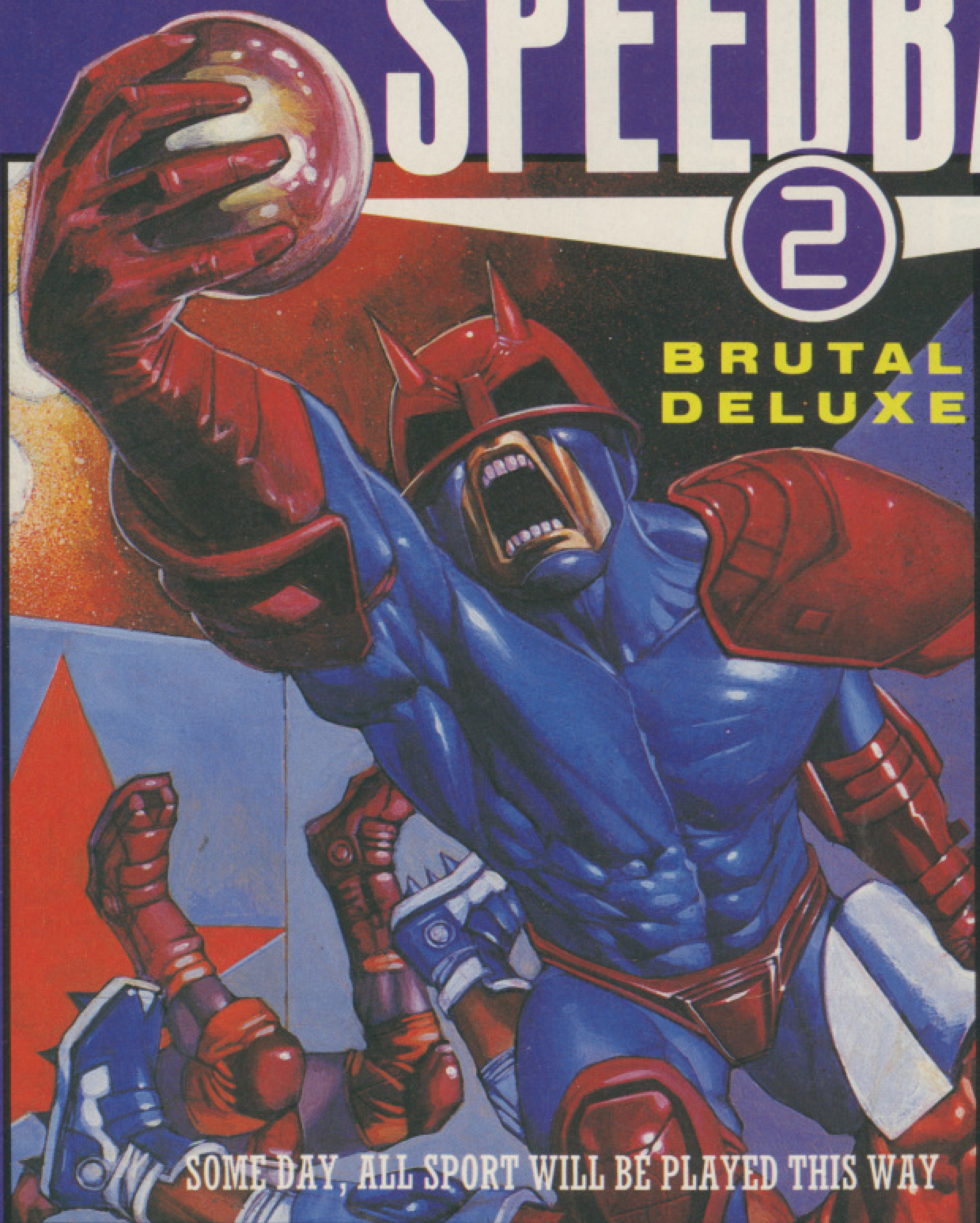


Big Vern.
Vern appears roughly every other issue, assisted by his loyal pal, Ernie. Vern has an aversion to the police which ends with him blowing his brains through the back of his head every story.



SPEEDBALL 2

BRUTAL DELUXE



It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

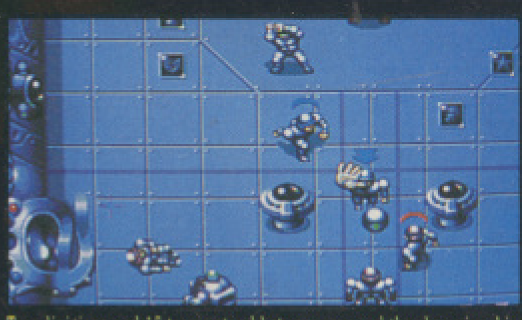
The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.



Transform weaklings into killers in the gym.



A squad full of wimps? Shell out for a Star Player!



Two divisions and 15 teams stand between you and the championship. Take no prisoners.



It's a goal!



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One of Activision's last coin-op signings was SNK's Beast Busters. Steve 'big ghoul's blouse'Merrett looks at how its undead are shaping up...

BEAST BUSTERS

It's a scenario straight out of a George Romero film. The dead have inexplicably started to walk the Earth again, and are devouring the living to enlarge their army. However, whereas Romero hinted that a returning Venus probe was responsible for reanimating his zombies, there is no logical reason as to why these flesh-eaters are coming alive, and – even stranger – why is the contagion limited to a small American town in the middle of nowhere? Armed with an Uzi and a number of grenades, SNK's *Beast Busters* sends you on a seven-stage mission to locate and destroy the source of the revival.

SNK Normally associated with the *Ikari Warriors* series of games, *Beast Busters* is a bit of a departure for SNK. Abandoning the horizontally-scrolling action that Vince and Paul of Ikari fame favoured, Beast Busters is another in the long line of Uzi-mounted coin-ops where you are invited to blast away at the on-screen action. Technically, and in terms of originality, *Busters* offers nothing over, say, *Line Of Fire* or *Operation Thunderbolt*, but the major enhancements are a third Uzi and its decidedly unmilitary scenario. In fact, it was the grisly storyline and blood and guts action that made *Busters* such a hit with arcade-goers, prompting Activision to snap up the rights and rapidly farm it out to Fareham-based development house, Images, to convert. In the past, Images have been responsible for Activision's conversions of *Ninja Spirit* and *Super Wonderboy*, both of which were fairly well received. However, *Beast Busters* promised to be more of a challenge as it features multi-directional scrolling that brings the enemies towards you as well as from either side of the screen, a field which the team had never entered before.

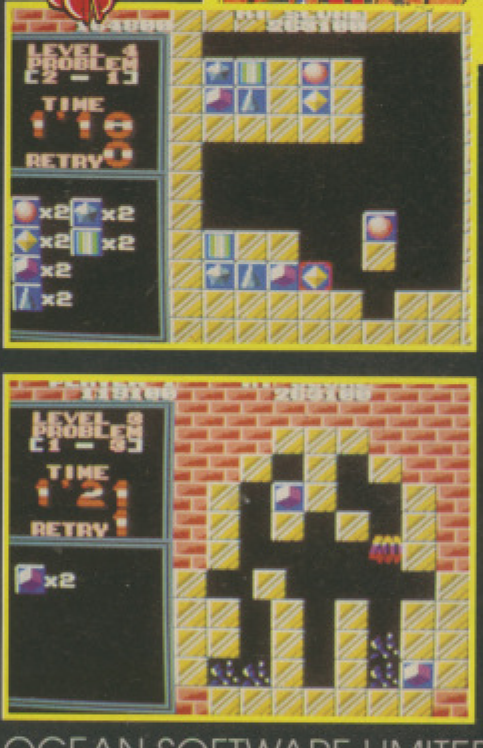


The Beast Busters coin-op features over 200 sprites, each of which had to be completely recreated.

CODING The main bulk of the coding was given to Henry Clark, a freelancer based in Glasgow, and whose past conversions include *Ninja Spirit* and Firebird's *Flying Shark*. Using his PDS system, Henry's first task was to recreate the game's scrolling system, and this threw up more than its fair share of problems. In the end, though, the system was perfected and Henry could get on with adding the basics of the gameplay, such as sprite handling and in-game ➤

THE ARCADE BRAIN STORMER





"Puzznic has some very **addictive gameplay** Early levels provide a nicely graduated introduction to an **utterly compulsive game** EASILY ONE OF 1990'S BEST PUZZLE GAMES" ZAPP SIZZLER

"Just about as puzzle gamey as they come.. **this is a class act alright** Right from the start this game **oozes a certain elegance**" YOUR SINCLAIR

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BEAST BUSTERS

logic. Meanwhile, the three-man graphics team of Andy Pang, Chris Edwards, and Jim Kilough, were busy converting *Busters*' incredible graphics over to the Amiga. One of the main problems the team encountered was that SNK weren't particularly helpful. Although they were supplied with a coin-op board to work from and a few development photos, they had to record the game being played from start to finish, and made notes and sketches of the sprites by pausing the tape at key points.

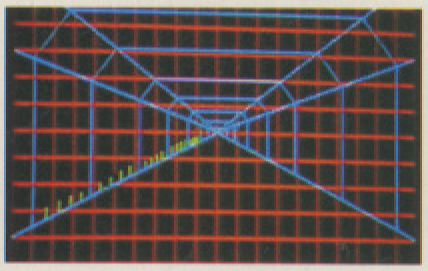
Once they had sufficient material to go on, the graphics were then redrawn on an ST using OCP's Art Studio, which the team favour thanks to its useful sprite handling capabilities. At the moment, practically all of the zombies and end-of-level guardians have been converted, and Andy is currently in the process of adding backdrop detail to the basic wireframe maps, whilst the other two concentrate on finishing off the rest of the marauding ghouls. After they have all be redrawn and touched up, the graphics will then be ported over to the Amiga by Andy Pang and touched up slightly. If all goes according to plan, Images plan to include everything from the original coin-op, with only a few items missing. For instance, the game will run at a marginally slower rate than its arcade parent, and there will be sixteen colours on screen rather than thirty-two. And, obviously, the Uzi control has been replaced by the mouse, which works admirably with the left button sending a stream of bullets into the screen, and the right button throwing the grenades.

Scheduled for a February release, *Beast Busters* is currently running on schedule, with pretty much everything drawn and all that remains is to get it up and running and add the soundtrack and effects. The sound is in the hands of another freelancer, and he is using direct samples from the coin-op to recreate the atmospheric effects and the noisy screams and explosions which complement the action. Apart from that, the rest of the game's development will be given over to play-testing and eradicating any final bugs. Expect a review within the next couple of issues.

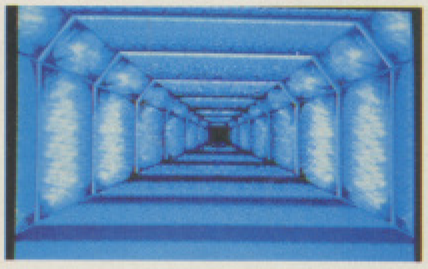


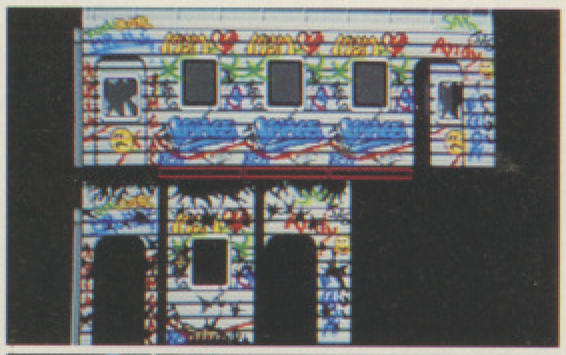


On average, each enemy sprite features six or seven frames of animation, including the smaller, inconspicuous, zobies in the distance.



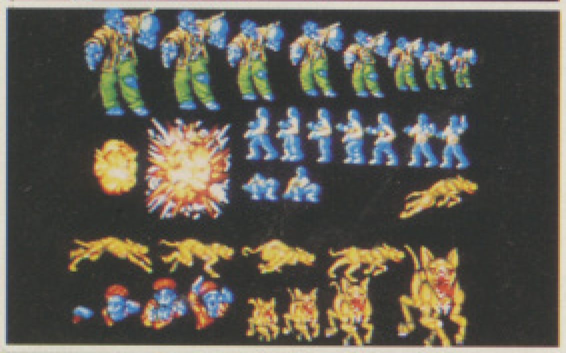
With Henry's 3D routine up and running, Andy Pang than had the long-winded task of adding the coin-op's background detail to the wireframe maps.



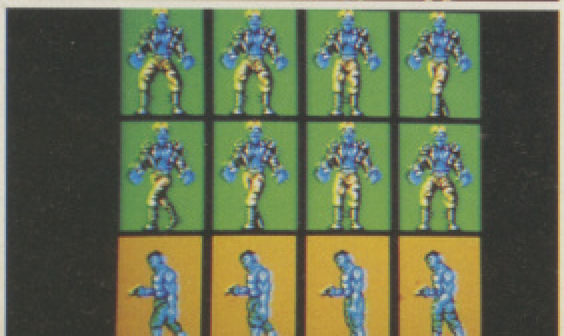


The various backdrops were all drawn using the OCP Art Studio and linked using Image's DIY map generator.

When recrating the enemy sprites, Any and Co. had to work from video recordings of the coin-op being played so that they could judge their size in relation to the other charracters.



Once drawn, the graphics are sent up to Henry in Glasgow, where they are incorporated into the code as and when he needs them.



Each level sports a guardian during the middle and at the end of each level. Ranging from knife-throwing punks to a mass of fused bodies, each must be shot repeatedly.



BEAST BUSTERS

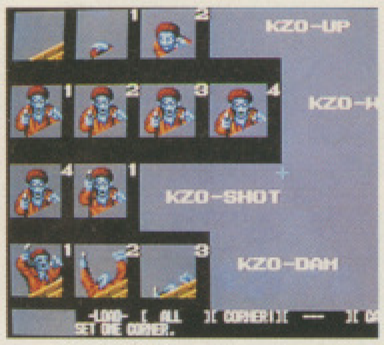


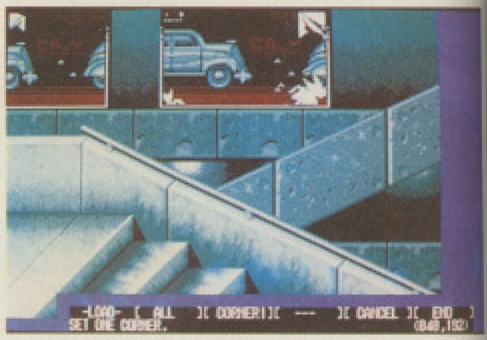
THE COIN-OP It's very hard to walk past a *Beast Busters* coin-op, as they must rank as one of the biggest cabinets ever to grace your local arcade! Sporting no less than three Uzis, the game is a variation on the popular *Operation Thunderbolt* theme, with the grunts and foot soldiers of the Taito original replaced by flesh-eating zombies and ghouls. These aren't the sort of zombies that George Romero envisaged, though. Instead of lumbering after you aimlessly, *Beast Busters*' dead are armed with limited intelligence and come at you with guns, knives, and they even drive cars and ride motorbikes!

The basic aim of the game is to uncover what has caused the dead's reanimation, and this takes place over seven levels of furious shoot'em-up action. You begin the game with one life, and a limited supply of ammunition and grenades. Both are accessed via the Uzi, with the bullets fired by pressing the trigger, and a small button on the gun barrel activating the grenade launcher. Depending on the level, the zombies are scrolled both towards you and from either side of the screen, and must be picked off as they appear. Bearing in mind the grisly scenario, as the creatures are felled, they explode in superb splatter style, or will even get up again for another go. Couple this with rabid hounds and guardians that appear both during and at the end of each level, and you have a real test on your hands. Luckily, though, extra supplies of fire and electricity bombs, along with medical kits, are dropped in and, when shot, re-arm your flagging supplies. Energy permitting, as you progress through each of the seven stages, the mystery gradually unfolds. Your mission begins in the subway with the ghouls tumbling from the trains, before taking you to the relative safety of the riverside and on to a laboratory which is the apparent source of the undead.



The limited help from SNK came in the form of a few photos of the coin-op's development. However, this saved time, as it detailed animation notes.





ZOMBIES - AN AFTERLIFE...

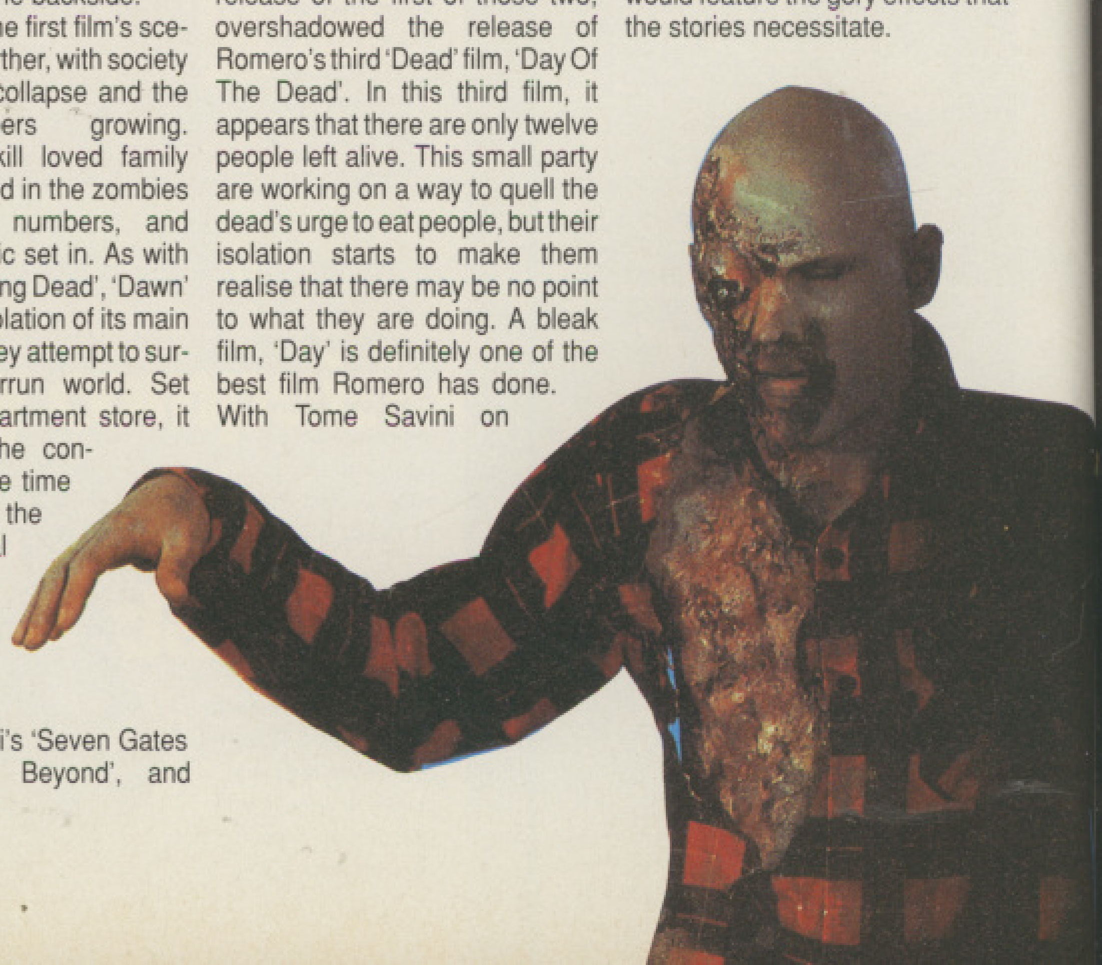
Although they have been around almost as long as the Frankenstein and Dracula films of the 30's and 40's, Zombie films have only recently gained the credit they deserve. The basic premise of the zombie revolves around voodoo and the occult, and rather than the reanimated corpses of today, the zombies were actually people reduced to a catatonic state by a cult leader and used as slaves. Early films, such as 'I Walked With A Zombie', were based around this original theme, but as the Hammer era arrived, people wanted to see more graphic scenes, and the zombie scenario was taken one step further, and the slaves were miraculously transformed into slavering creatures who were still under someone's control, but ate people, too!

LOW BUGDGET In 1967, though, the undead's role was to be transformed with the advent of a low-budget horror film written, directed, and produced by a small independent band from Pittsburgh. John Russo and George Romero's 'Night Of The Living Dead' featured actual scenes of the dead chewing on flesh and entrails, something that had never been done before. As this was a time before censors started waving their scissors, the film was an instant hit and has attained a cult status which is still evident today. In many ways, 'Night' was responsible for the many graphically gory films that followed, but it wasn't until Romero and Italian shock-master, Dario Argento, followed up 'Night' with 'Dawn Of The Dead' in 1977 that the genre was given a much-needed kick up the backside.

'Dawn' took the first film's scenario one step further, with society on the brink of collapse and the deads' numbers growing. Reluctance to kill loved family members resulted in the zombies enlarging their numbers, and shortly after panic set in. As with 'Night Of The Living Dead', 'Dawn' deals with the isolation of its main characters, as they attempt to survive in an overrun world. Set mainly in a department store, it also parodies the consumer age of the time and how, on the whole, material things aren't that important. Many clones followed, the most notable being Lucio Fulci's 'Seven Gates To Hell', 'The Beyond', and 'Zombie' along with a few other low budget entries, none of which were majorly successful.

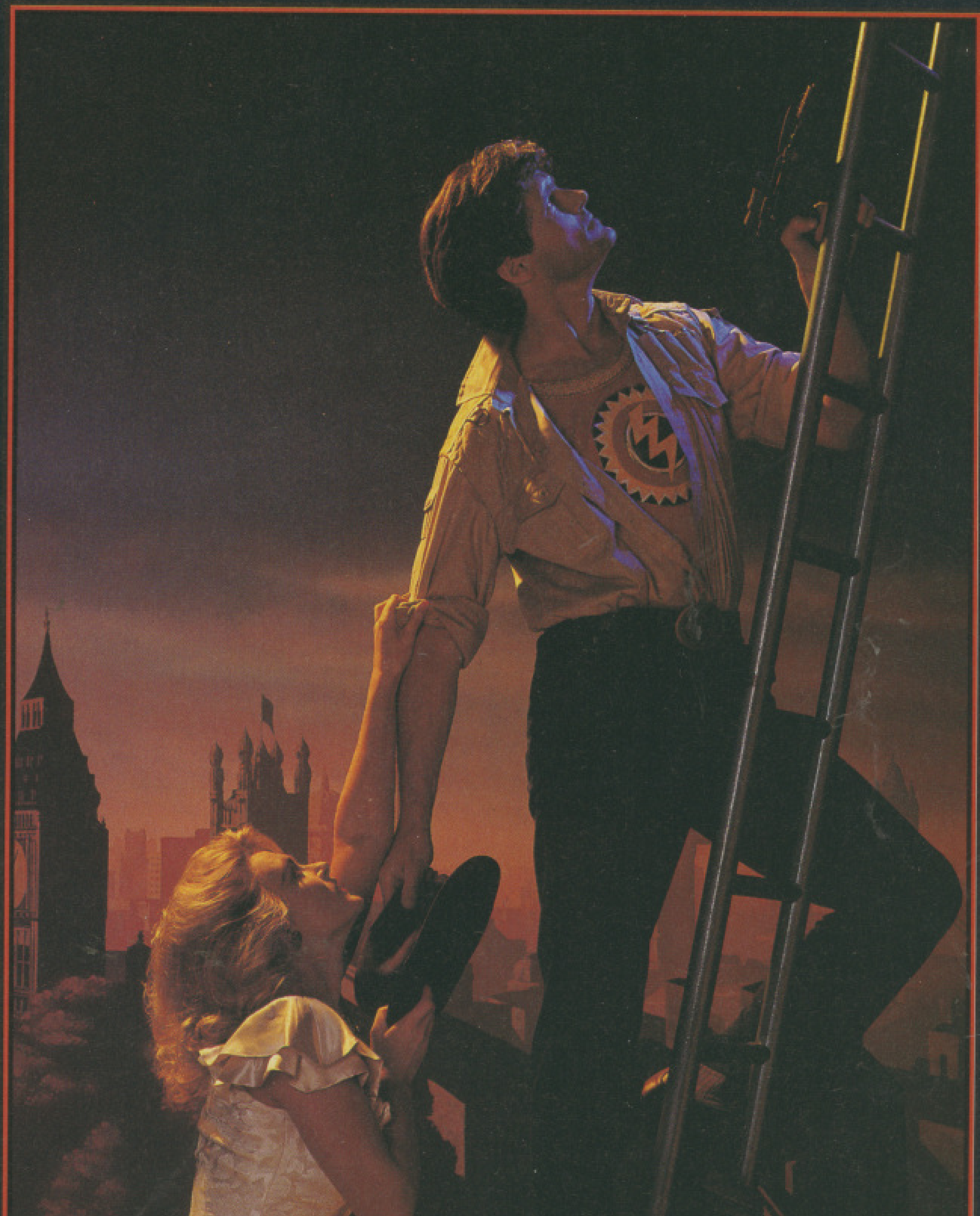
COMEDY After a while, the genre started to look tired with the general theme even going over to comedy with the two 'Return Of The Living Dead' films, which featured impressive-looking zombies, but in humorous circumstances. Unfortunately, the release of the first of those two, overshadowed the release of Romero's third 'Dead' film, 'Day Of The Dead'. In this third film, it appears that there are only twelve people left alive. This small party are working on a way to quell the dead's urge to eat people, but their isolation starts to make them realise that there may be no point to what they are doing. A bleak film, 'Day' is definitely one of the best film Romero has done. With Tome Savini on effects, it is a visual masterpiece, coupled with a brilliant story.

Unfortunately, Romero seems to be the only innovator in this field, as others that have tried to copy his style fail miserably. Another problem comes in the form of the censors who are unbelievably harsh on his films, and even if Romero went ahead with the proposed fourth film, 'Twilight Of The Dead', it is unlikely that it would feature the gory effects that the stories necessitate.



Micro Style

Keep it warm Honey!



RICK DANGEROUS 2

RICK DANGEROUS 2

The Story So Far.....



BACK IN A FLASH FOR COMMODORE 64, SPECTRUM, AMSTRAD



ATARI ST., COMMODORE AMIGA, TANDY AND IBM PC COMPATIBLES.

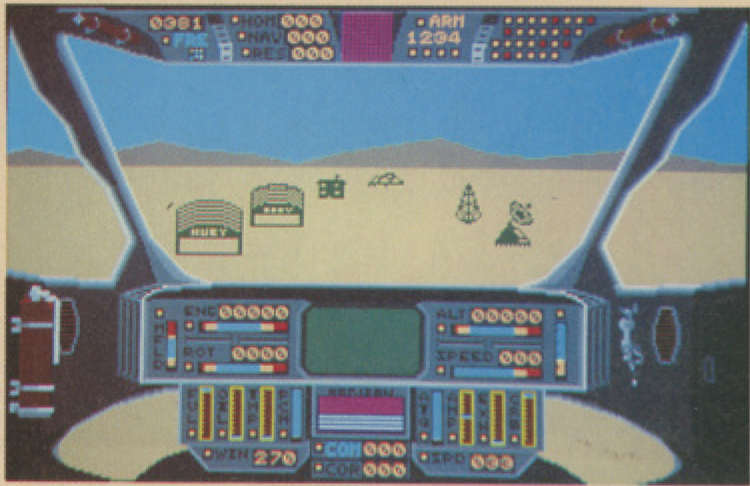
Rick's fate is now in your hands

THE CU COLLECTION

ON YOUR DISK

States-based Cosmi were responsible for some of the best C64 games available at the machine's launch. Starting with *Aztec Challenge*, they were famed for their chunky graphics and amazing playability. They backed up this reputation with the releases of *Slinky* (a playable Q*Bert clone), *O'Reilly's Mine* (a brilliant tunnelling game), and – most memorable of all – *Forbidden Forest*. After that, though, Cosmi's release schedule slowed down, and only a handful of game's appeared under their banner – this time released through U.S. Gold. These were the follow-up to *Forbidden Forest*, *Beyond The Forbidden Forest*, and the two *Super Huey* games.

When originally released, *Super Huey* caused a bit of a stir. The game was due to be released through U.S. Gold, but due to an error somewhere along the line, Audiogenic also had the rights to publish it over here. What followed was a major battle, with Audiogenic under-cutting U.S. Gold's price and U.S. Gold following suit. Eventually, the matter was resolved with both companies releasing the game, but Cosmi's output was to rapidly dwindle, with *Huey*'s sequel (with its UFO and arctic rescue scenarios making it just a little different from the array of flight sims appearing at the time) probably the last thing to appear from them.



CHOCKS AWAY

Loading: Just slot the disk in your drive, and it will boot automatically. An intro screen will then appear, and pressing the mouse button will skip this and take you into the game. Once the game has loaded, pressing the F7 key powers up your chopper's computer, allowing you to select your mission by typing its name into the computer (ie. school).

The Gameplay: Super Huey is split into four distinct missions: a tutorial mode, an exploration mission, a combat exercise, and a rescue mission. For the main part, the joystick and the firebutton will guide the helicopter and steer it.

And that's it basically. The Huey's controls are ideal for the first-time pilot, and allow you to familiarise yourself with taking off and landing. The missions are easy to get into without being a walk-over to complete, and all we can say is good luck – you'll be needing it!

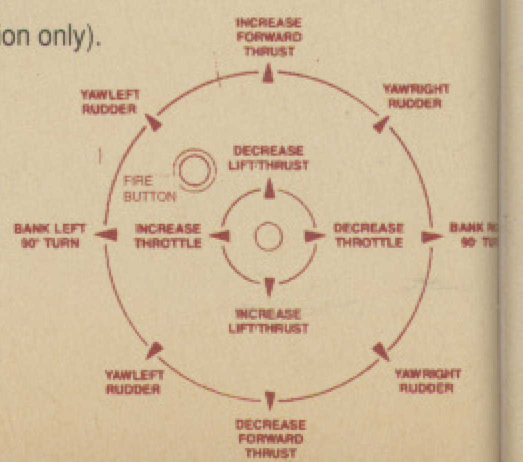
TAKE OFF PROCEDURE

1) Turn on the computer with the F7 key, then enter MISSION to select an assignment.
2) Enter the POW command to turn on power.
3) Start the engine by pressing F8. Wait for the the engine temperature gauges to warm up to middle range then increase the throttle to bring the engine RPM up to about 1200 RPM
4) Engage the rotor clutch (F9). Wait for the rotor RPM to stabilise at around one tenth of the engine RPM.
5) Increase throttle to build RPM to take off speed (3500-3600).
6) Increase lift by pressing fire and pulling back on the stick. Equalise lift to hover at around 100ft (by pushing forward and fire).

Pushing forward on the stick (without fire) tilts the helicopter forward, generating speed. Pulling left or right banks the craft. The forward diagonals control the rudder, this lets you turn the copter without tilting it or losing altitude. Be careful, though, as the controls are fairly responsive, and you won't need to keep pressing the joystick in one direction to move, it just takes a little time (as in the real thing), so have a little patience or you'll end up crash landing! Another thing to note is that once you have set the angle of your turn, this angle then remains until you alter it. So once you are banking at, say, thirty-five degrees, you will continue to do so until you change the angle.

COMMANDS

F1 Loads rocket into bay one. Press again to arm it.
F2 Loads rocket into bay two. Press again to arm it.
F3 Loads rocket into bay three. Press again to arm it.
F4 Loads rocket into bay four. Press again to arm it.
F5 Arms the UH-1XA's machine guns (combat mission only).
F6 Not used.
F7 Powers on board computer.
F8 Starts engine.
F9 Engages rotor clutch. It is not advisable to engage rotor clutches until the engine exceeds 1200 RPM.
F10 Cuts the engine power.
Left Amiga Key – Fire rockets
Right Amiga Key – Fire machine guns



This issue we've pulled out all the stops and have got a complete game for you to play, courtesy of Electronic Zoo. Super Huey was a hit several years ago and now you too can enjoy this exciting chopper sim. Watch out for more complete games on upcoming disks!

DISK nine

COMPUTER COMMANDS

Enter at least the first three letters of the command. Make corrections with the DEL key. Press return after each command.

Abort – End current mission.
Auto – Set automatic course correction. When prompted by SET enter compass heading. Auto only works when there's no manual control input.
Climate – Displays current climatic conditions including temperature, humidity, and barometric readings.
Distance – Displays line of sight distance from take off point.
Homing – Drop a homing device that transmits directional signal to the navigation computer.
Mission – selects new mission, then enter School for the training mission, Explore for the exploration mission, Combat for the air battle and Rescue for the rescue mission.
Power – Turn on power.
Send – Send coordinates when landing or during emergency.
VOR – Activates VHF range reception for navigation.
VSI – Display digital vertical speed reading.
XXX – Cancel previous command input.

THE MISSIONS

Flight Instruction

The computer will guide you in the basic take off, manoeuvring and landing procedure.

Exploration

The essential task of this mission is to map the terrain that surrounds your base. Mapping can be a very long and involved process that is probably best done in stages. The area to be explored is quite large, and contains many features. Map within a five mile radius.

Rescue

Military personnel are stranded. They are transmitting from a homing device whose heading will register on your rescue display. But since your briefing only indicates that the general location of the party is unknown, careful ground covering and search techniques must be employed. At an elevation that permits visual detection of the ground party, select a quadrant and establish a search pattern that allows for the transmission range of their device – five to ten miles. When you've located the party land and they'll board. Then return to base a hero.

Air Battle

Based in a desert you have to do battle with an unidentified enemy. Your helicopter carries twenty missiles and two thousand cannon rounds, with which you have to face an enemy force of thirty-two helicopters.

AMIGA DISK HOTLINE

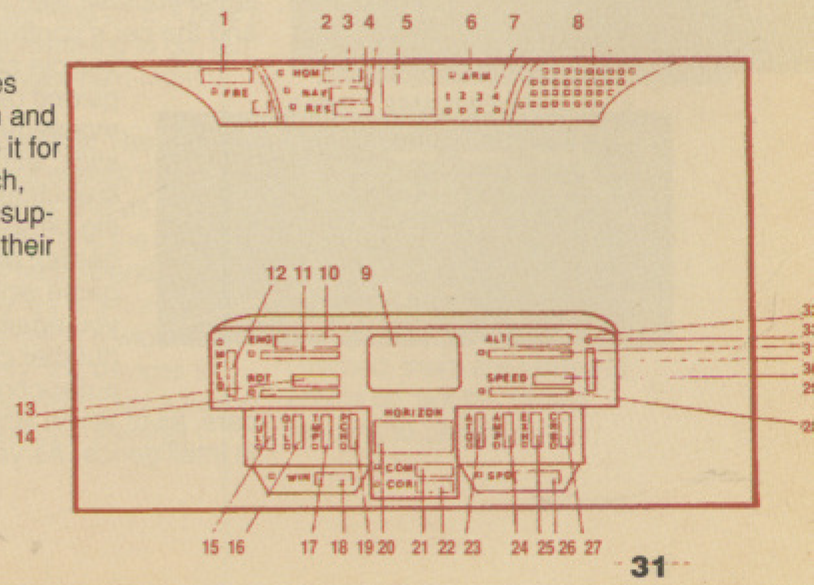
CU Amiga now have a coverdisk hotline, so if you have any technical enquiries about your coverdisk please ring PC Wise on 0443 693233 between 10.30am and 12.30pm. If your disk is faulty, please send it to PC Wise and they will replace it for you. Their address is: PC Wise Ltd, Unit 3, Merthyr Industrial Park, Pentrebach, Merthyr Tydfil, Mid Glamorgan, CF48 4DR. A big thanks to Electronic Zoo for supplying us with this game. For players hints on *Super Huey* or details of any of their new releases, please ring Electronic Zoo on 0453 887008.



IN THE COCKPIT

A Quick Guide To What's What And How To Use It...

1. Radio Frequency (incoming).
2. Homing Device Heading.
3. Navigation Heading.
4. Rescue Device Heading
5. Navigation Monitor Screen.
6. Machine Gun Arming Indicator.
7. Rockets Loaded Indicator.
8. Systems Status Indicator Lights.
9. On-board Computer CRT.
10. Engine RPM Digital Read-Out.
11. Engine RPM Needle Gauge.
12. Manifold Pressure Gauge.
13. Rotor RPM Digital Read-Out.
14. Rotor RPM Needle Gauge.
15. Fuel Gauge.
16. Oil Pressure Gauge.
17. Engine Temperature Gauge.
18. Wind Direction Gauge.
19. Collective Pitch Gauge.
20. Artificial Horizon.
21. Compass Heading.
22. Automatic Course Heading Set.
23. Anti-Torque Gauge.
24. Ammeter
25. Exhaust Head Temperature
26. Air/Speed Gauge.
27. Engine Temperature Ggauge
28. Speedometer Needle Gauge.
29. Speedometer Digital Read-Out.
30. Ground Proximity Gauge.
31. Altimeter Needle Gauge.
32. Altimeter Digital Read-Out.
33. Malfunction Indicator Lights.



First Impressions

This month's peek into our crystal ball reveals a mixed bag of original and licensed product...







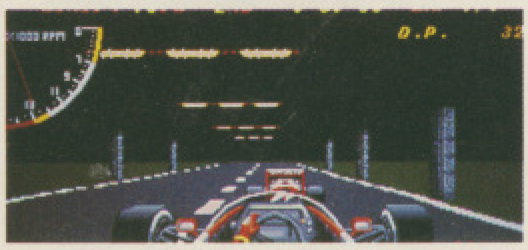




SUPER MONACO GRAND PRIX

RACE game converted from Sega coin-op for U.S. Gold.

GAMEPLAY: Already a massive hit in the arcades and on the Megadrive, *Super Monaco Grand Prix* is due to arrive on the Amiga from U.S. Gold in March. Converted by Probe, the game is a multi-stage racer, with you in the driving seat of a powerful formula one car. The basic idea of the game is to race through various famous courses and reach a check point within an ever decreasing time-limit. Failure results in a premature ending to the game and the loss of one of your credits, whilst success means that you may continue on to the next tougher stage. There are two styles of race to partake in: a training mode which allows you to familiarise yourself with the track and the car's controls (the vehicle can be guided using the mouse or a joystick, with the firebutton changing between the gears); and the full game which sets you against a number of computer-controlled cars, all of which which vary in intelligence. As you zoom through the zones, the tracks get harder to negotiate and windier. In addition, should your car accidentally leave the track and hit a road-side object or another car, your car will suffer a set amount of damage, and if this reaches a critical stage it will eventually explode, putting you out of the race for good.





ANY QUESTIONS?
Providing Probe can keep up the speed we have seen in the early demo, U.S. Gold should be on to a winner. However, there is still a lot to be added, so the end result may be a little slower.

PLUS POINTS: As mentioned, the demo we saw is extremely fast, and it also looks extremely close to the original coin-op. The screen update is fast and smooth, with plenty of roadside attraction and detailed backdrops. The road scrolls smoothly, and the oppositions' cars, although blocky, are nicely detailed.

FIRST IMPRESSIONS:
Good racers on the Amiga are few and far between, but Probe's conversion looks set to become a winner. The only competition comes from *Super Hang-On* and *Turbo Outrun*, so this could corner the market if the speed remains intact.





GAUNTLET III

UPDATED version of the classic Atari coin-op, conceived and designed by Software Creations for U.S. Gold.

GAMEPLAY: Basically, *Gauntlet III* takes the *Gauntlet* theme of two players battling through hordes of demonic creatures in a search for bonus-giving treasures troves, but adds a new angle to it – literally! Although the title makes the game sound as if it is played in first-person perspective (ie: through the eyes of the character you control), the actual screen display takes the plan view of the first two games and tilts it slightly, displaying the action in *Ultimate*-esque forced perspective. All the usual ghosts, monsters, and goodies are still present – as is the dark-cloaked Death – but programmers, Software Creations (the team behind the brilliant *Ghouls'n'Ghosts* conversion), have improved on the graphics, making them notably more detailed, adding houses, rivers, and other obstacles, none of which have appeared in the series before. Unlike *Gauntlet II*, the game can only be played by two people (due to the limitations enforced by the scrolling system), but there are still four characters to choose from, each of whom boasts superior powers in one form or another.



ANY QUESTIONS? So far, Software Creations have produced a very impressive-looking game. However, the version we've seen still has a long way to go before its March release, and the full quota of enemy sprites and land-based features hadn't been added. If it slows down too much, it'll lose a lot of playability, so a happy medium between lots of on-screen activity whilst keeping the attractive graphics must be struck. In addition, The first two games did tend to get a little repetitive, so Software Creations may have to add one or two new features without detracting from the original ideas too much.



PLUS POINTS: The game is extremely attractive to look at, and the scrolling rates as some of the smoothest I have seen for a long time. In addition, the new perspective works surprisingly well, and allows you to see more of what's coming earlier.

FIRST IMPRESSIONS: It's a little disappointing that the game isn't a 'true' 3D version, with the player running through a maze in a manner similar to, say, *Corporation*, but I suppose the game would be unbelievably slow if this system was used. However, despite the usual *Gauntlet* lack of variety, this could be an interesting and very playable update to an old fave.

HUNTER

NOVEL 3D exploration romp from Activision.

The name Paul Holmes is relatively new to the Amiga scene, but you may remember him for his first Amiga title, Digital Magic's disappointing *Drivin' Force*. As soon as Paul had finished work on *Force*, he began work on a new 3D system with *Murder* supremo Jason Kingsley on the graphics, and the end result is *Hunter* – a massive arcade-cum-strategy romp which almost defies description. Looking like a cross between *Conqueror* and *Battle Command*, *Hunter* places you in the army boots of a lone soldier who has been sent to overthrow an island run by a mad general. Split into three distinctive sub-games, *Hunter* features arcade and strategy sections which should appeal to most game players, but the basic task of the game is to undertake a number of sabotage missions and eventually assassinate the general. The game takes place within a number of small islands which have to be traversed using whatever vehicles and weaponry you can find. In addition to the pilotting of helicopters, tanks and jeeps, you must also locate and liase with spies, who will pass you valuable information on the general's weak spots.





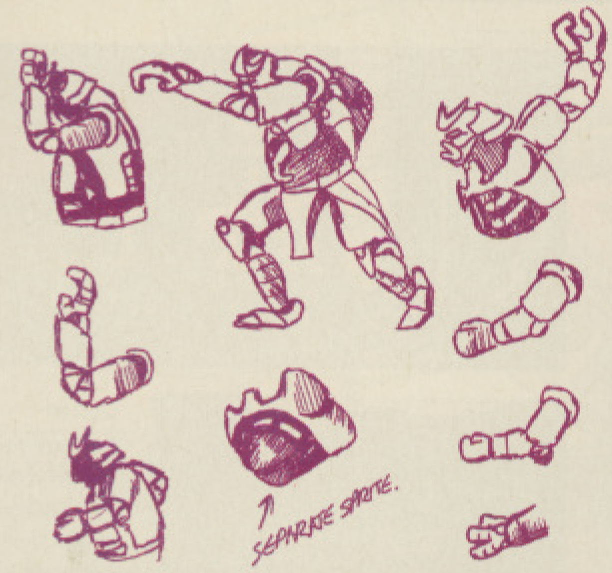
ANY QUESTIONS? One of the best things about *Hunter* is its variety. The 3D works extremely well and it is obvious that a lot of effort has gone into it during the eight months Paul has been working on it. There's still a bit of tweaking to go, but expect a review next month.

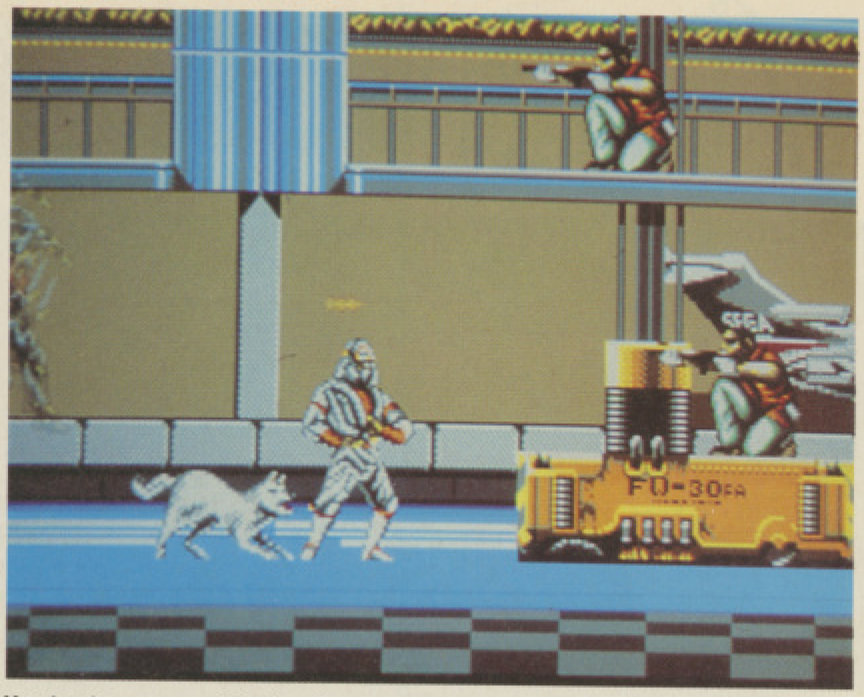


PLUS POINTS: The speed of the 3D will ensure that the game plays as well as any arcade game, and the nice addition of tactical and shoot 'em up scenes is a bonus. In addition, there is a wide range of weaponry and devices to use – all of which play a part in the evil despot's downfall.

FIRST IMPRESSIONS: A nice looking game, *Hunter*'s success will depend on its depth. From what we have seen there is plenty to see and do, but once the exploration has been completed, just how meaty will the missions be? Granted, there are twelve to enrole on, but the variety remains to be seen.


Gazza II
Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.
Featuring the 40 Top Teams in Europe!
Play Sunday League up to International!
Pick your Team from the squad!
Decide your Formation!
Each Player with unique Characteristics!
Man to Man marking!
Corners, Free-Kicks, Tackling, Penalties, Throw-ins & Goal Kicks!
Swerve, Chip, Drive & Cross!
Multi-directional scrolling!
Injuries and Bookings!
Variable Pitch Surfaces!
Variable Wind Speeds!
Full management section for up to 16 players!
Versatile tactics editor adds a whole new dimension: be the player, manager and coach!
Amiga screen shots shown
Features taken from Atari ST and Commodore Amiga versions
Features may vary depending on format
RAZE RAVE 91%
Gazza II - the football game that will have you playing until the next World Cup!!
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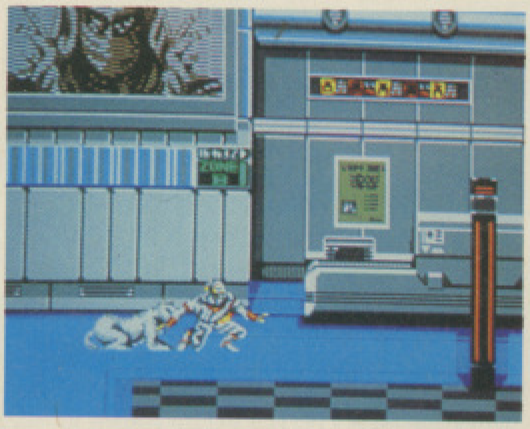


You begin your quest in the airport, and must fight your way to the shuttle bay.

SHADOW DANCER

MORE NINJA action in U.S. Gold and Image's conversion of the Sega coin-op.

GAMEPLAY: The official follow-up to *Shinobi*, *Shadow Dancer* is a beat 'em up set over fifteen levels. A terrorist organisation is planning to blow up a space shuttle, killing its many passengers. The FBI have got wind of the plan and you have been sent as the only man who can thwart the plan – well, you and your dog, actually! The white-clad Ninja you control is armed with the usual array of moves, along with an infinite supply of throwing stars, but further protection comes in the shape of your loyal dog who can be sent to attack the evil terrorists. What follows is four missions, each of three or four stages, which involve collecting and defusing the planted bombs. The action scrolls in eight directions to follow the action, and the terrorists are replaced by a larger guardian at the end of each stage.

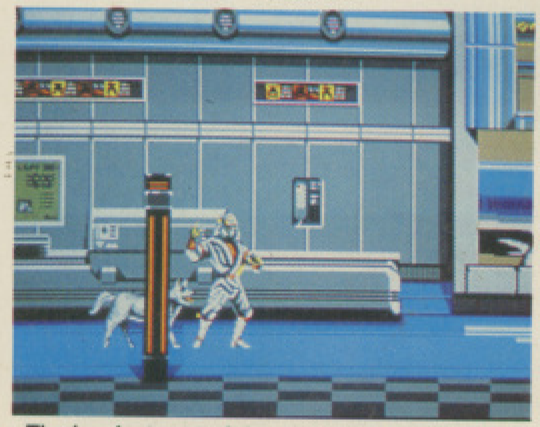


Your dog is sent into action by pulling down on the joystick and pressing fire, but its usefulness is limited.



One of Andy's early sketches.

Your journey takes you through the airport and into the crocodile-infested sewers, until you eventually make it to where the shuttle is set to depart from. As mentioned, you can off the many assailants by using your supply of stars, but should they get too close you automatically whip out a sword to kill them. Likewise, pulling down on the joystick whilst pressing fire sends your dog into action, although if he takes too many hits, he starts to shrink and his effectiveness is reduced. Finally, you are armed with ninja magic which comes in the shape of fire storms, whirlwinds, and normal magic which is used like a smart bomb.



The hardest part of the conversion was deciding what they could feasibly fit in. Early in the game's development it became apparent that the inter-level screens had to go, along with the original's parallax scrolling.

ANY QUESTIONS? Behind the conversion are Images, and they're confident that they can recreate the coin-op perfectly. The game is being written primarily on the ST, but the Amiga version will have a few additions which the ST couldn't fit – the impressive intro scenes, for instance. Images reckon that the conversion is relatively straightforward, and so far the only things missing are the original's parallax scrolling and the aforementioned intro screens.

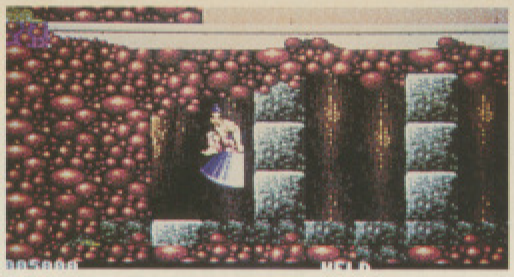
PLUS POINTS: The conversion does look very close indeed, with the team making a definite effort to capture the coin-op's 'look'. The addition of the dog to the fighting action adds a nice variety, and important features, such as the scrolling and backdrops are smooth and well-drawn.

FIRST IMPRESSIONS: The main problem with the original coin-op is that it was a trifle repetitive. Despite its many missions, the action is effectively the same each time, although the bonus stage where ninjas jump down towards you does break things up nicely. That said, this conversion is as close as you are likely to get, and fans of the original should be more than pleased.



When recreating the sprites, Andy Pang and Co. had only a video recording to work from. They recreated everything using OCP's Art Studio on an ST, before porting it and retouching them on the Amiga.

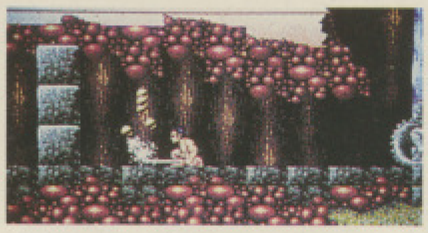




To bypass some of the larger enemy, our hero can dig through the ground.







Dotted throughout the area are small chests which contain bonuses.

THE FIRST SAMURAI

VIVID Image return with a rival to System 3's *Last Ninja* courtesy of Mirrorsoft.



Mev Dinc, chose the name to parody 'The Last Ninja'.

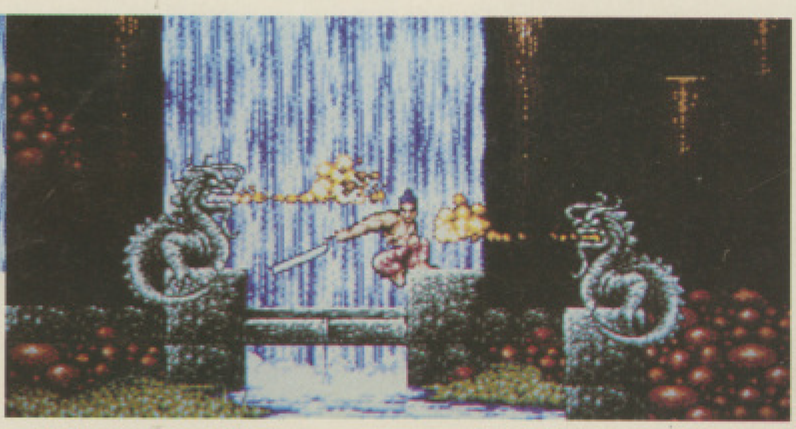
GAMEPLAY: Set in the Japan of 2323, an evil Demon King is the total master of all he surveys. Using his magical powers, he has riddled the land with mutations and robots, and these ensure that there are no attempts to overthrow his rule.
Killing off the peoples' spirit is an impossible feat, though, and a last-ditch attempt at freedom is about to be dispatched. Armed with a magical sword and whatever can be collected along the way, you are the titular *First Samurai*. Set over four massive levels of eight-way-scrolling action, *The First Samurai* is a hybrid of *Black Tiger* and countless other fighting games. Programmed by Raf Cecco, with the rest of the team of Mev Dinc, John Twiddy, Dokk, Nick Steadman, and Teoman Irmak throwing in assorted ideas and coding, the game has been in development for just three months and already the game is looking good. Using a home-grown mapping system, Vivid are piecing *Samurai* together like a jigsaw, with Cecco performing the actual coding, and the rest mainly on graphics. Their system allows them to code the basics, such as scrolling and the like, and then set the whereabouts of the enemy characters and various landscape details. Thus, this saves them a lot of time, allowing them to concentrate on designing the rest of the game's graphics. Each of the four levels will be split into four sub-levels, and these levels must be traversed until you reach the end. The aforementioned warriors are out to stop you, though, so using your magic sword or whatever weapon you are carrying you must slay them all and continue with your journey.
Your character's life force is determined by two bars: one detailing physical health, and the other his magic strength. Providing that his magical powers stay at a certain level, our hero can use his magic sword. However, if your energy is fully depleted, it will be temporarily topped up at the expense of your magical prowess.
PLUS POINTS: The first thing that strikes you about the game are the superb graphics. Typically of Vivid Image, the sprites are superb and the backdrops even better. Each sprite boasts a hell of a lot of animation, and to ensure that the Samurai moves realistically, each part of it is drawn separately and added to make up a complete body. Likewise, Raff Cecco has gone completely ape with a sampler, so the game is supported with several loud samples taken straight from assorted martial arts films. These will be kept in, and for 1MEG owners, they will be able to enjoy almost twice as many as their unexpanded friends.

ANY QUESTIONS? The game is going to be big, but variety is almost guaranteed thanks to the addition of a number of sub-games. These will totally different from the basic hacking theme, and Mev is confident that they will be extremely playable in their own right.

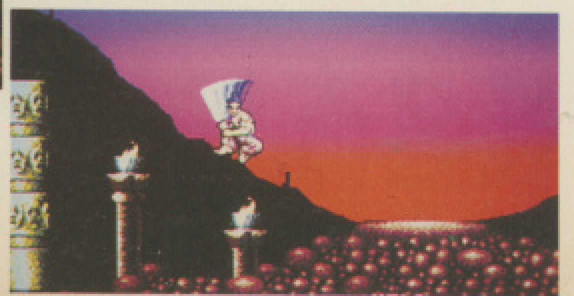
FIRST IMPRESSIONS: Although the game isn't due for release from Mirrorsoft until September, already *The First Samurai* is looking superb. There is so much in the game, and plenty of memory left to add even more. The main sprite is brilliant and control over his many actions is a doddle – he can even turn in mid-jump! Coupled with some addictive beat 'em up action and a sprawling map, this is definitely one to watch.



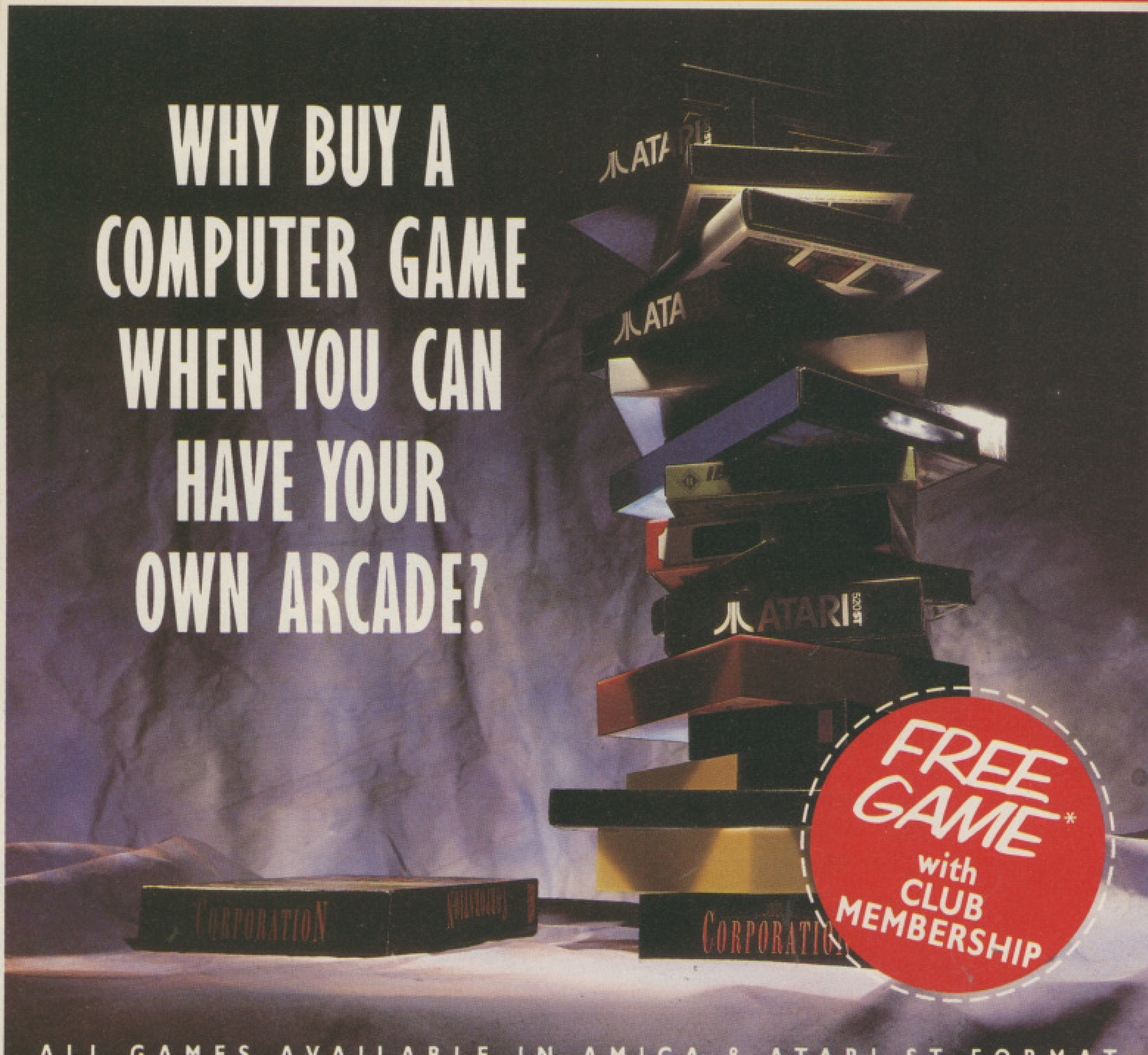
The enemy attack in groups of five or six, but can be lead to their death by tempting them towards a ledge.



The screens are drawn using both traditional Japanese artefacts and futuristic devices which reflect the 2323AD setting of the game.



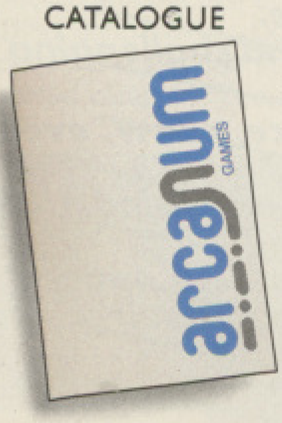

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CUA1

SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

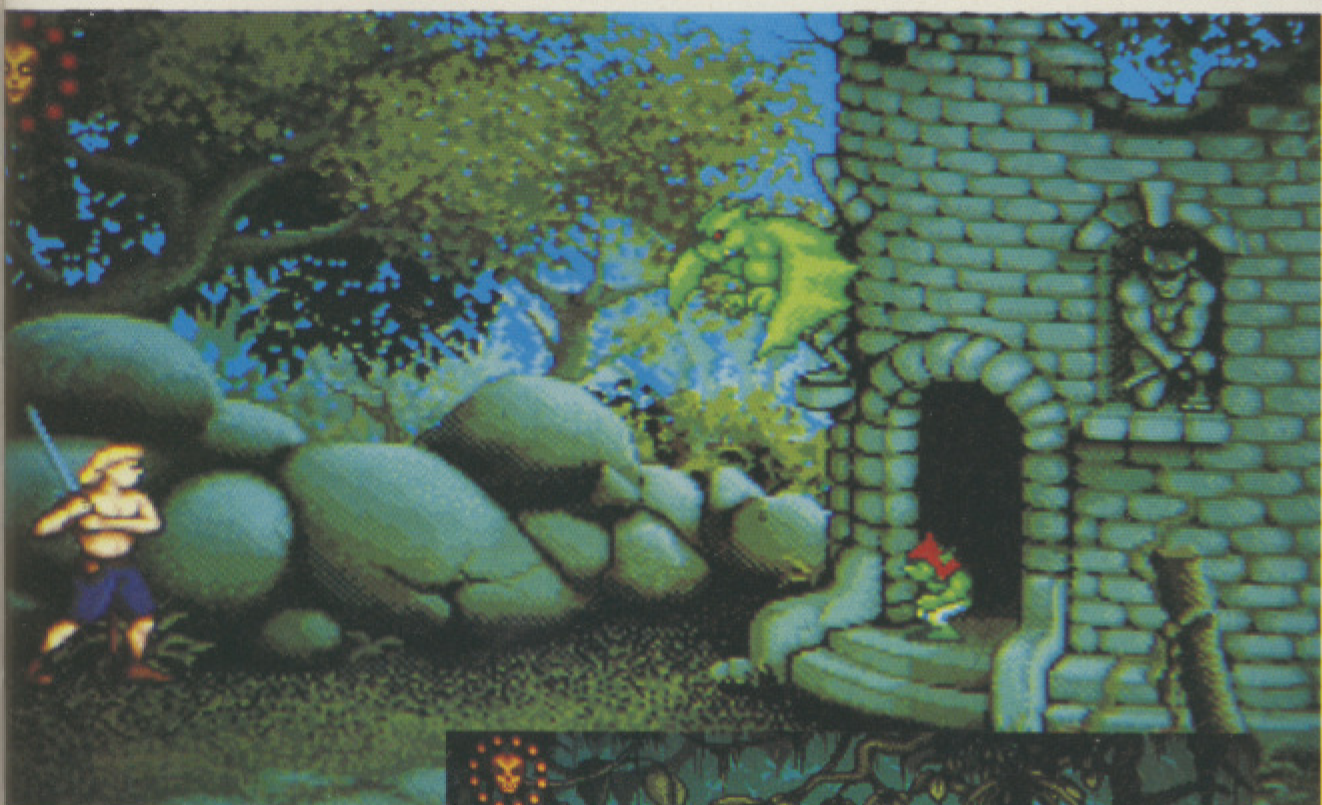
0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective — eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	





CU SUPERSTAR

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

CU SCREEN STAR

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

NEW TO CU

A couple of new faces join CU Amiga this month, as the magazine strengthens its position as the top games mag for the Amiga.

STEVE MERRETT

If you've heard the name before, it's not surprising. Up until two months ago Steve was the Editor of Amiga Action, a rival mag. He's now seen the error of his ways and joined the staff of CU Amiga. He brings with him over four years of Amiga gamesplaying expertise to complement an already strong team of joystick journos. Steve will be in charge of our news section and will help compile our cover disks, as well as writing reviews and features.

FIONA KEATING

Another new face is Fiona Keating who joins us as our Editorial Researcher. She'll be handling features and writing all those little information boxes that appear in our reviews.

Once more a brave hero is called upon to right wrongs and slay vile creatures in the name of justice. This time an evil demon threatens a peaceful land. Only one faery can stop this dark force, only one person can rescue this faery from the demon. It's down to you and your faithful joystick.

WRATH OF THE DEMON

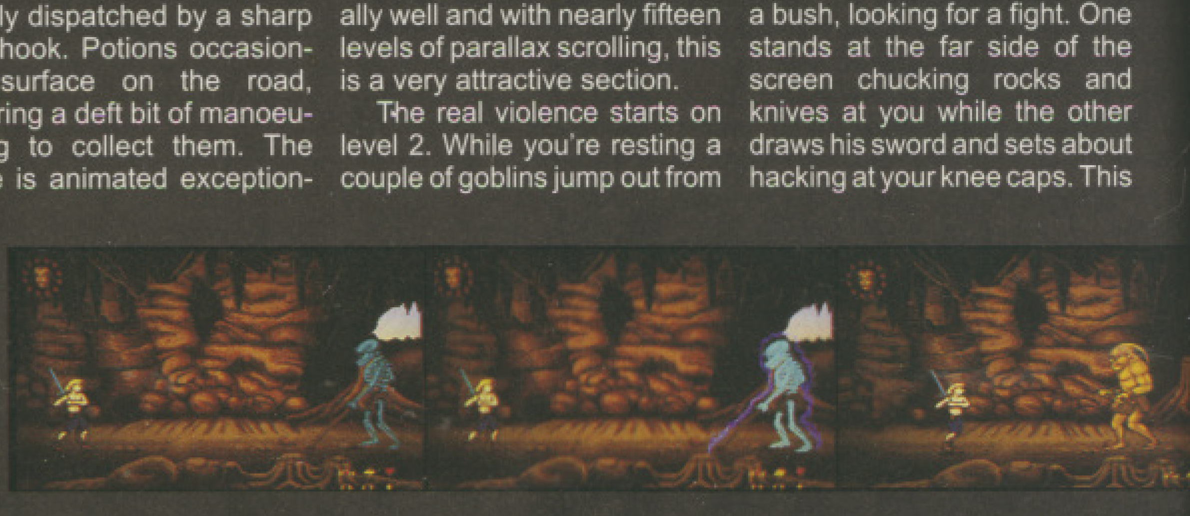


As is increasingly popular on arcade adventures, *Wrath of the Demon* features an extended intro sequence. This tells the story of how your character became involved in his quest and uses some excellent audio and visual effects that rivals anything Psygnosis can do.

Depending on the section your character will either fight with a sword or his fists. Like most unwitting heroes he has no special powers and is often outclassed by some of the larger demons. Fortunately, there are lots of hidden potions which, once found, help give you a fighting chance. A heal potion will cure wounds, a zap potion destroys all the weaker enemies on screen, and the shield potion gives you temporary invulnerability.

Level one has you galloping down a road on horse back. Large rocks, boxes and wheels litter the road and colliding with any of these reduces energy levels. The only way to avoid them is by jabbing forward on the joystick to make your horse jump. An assortment of minor demons hurl themselves at you kamikaze fashion, and can be quickly dispatched by a sharp right hook. Potions occasionally surface on the road, requiring a deft bit of manoeuvering to collect them. The horse is animated exceptionally well and with nearly fifteen levels of parallax scrolling, this is a very attractive section.

The real violence starts on level 2. While you're resting a couple of goblins jump out from a bush, looking for a fight. One stands at the far side of the screen chucking rocks and knives at you while the other draws his sword and sets about hacking at your knee caps. This



SCREEN SCENE





The blue dragon isn't particularly damaging, it's just that he can take a hell of a beating. It's wise to enter this screen with a healing potion.





This character guards the swamps, and is the first major challenge. Backing him into a corner is the best tactic.



The scorpian is one of the toughest creatures in the game. Approach with caution, and keep your finger near the potion buttons.





Game over. Your quest's ended. The demon has laid waste to the land. Time for another go.

is probably the least impressive section with just one screen and a very small enemy sprite.

Next is the famous blue dragon, guardian of the caves. He's an impressive size and extremely well animated, making up for a rather poor previous section. It takes quite a few hits to dispatch him, as well as a healing potion. On the final hit he groans, shrinks to ankle height and runs off.

The game changes on the following section to a two way horizontal scroller. This bit is almost impossible to complete without an extra healing potion. At the far left of the level is a key. Between it and you are minor demons, who take a few punches and sod off, larger demons who take quite a few hits before they die and a variety of blades, flame jets and spiky yellow things ,which shoot out of the ground without any notice, knocking off energy points. It's these ground based hazards which cause the most ➢

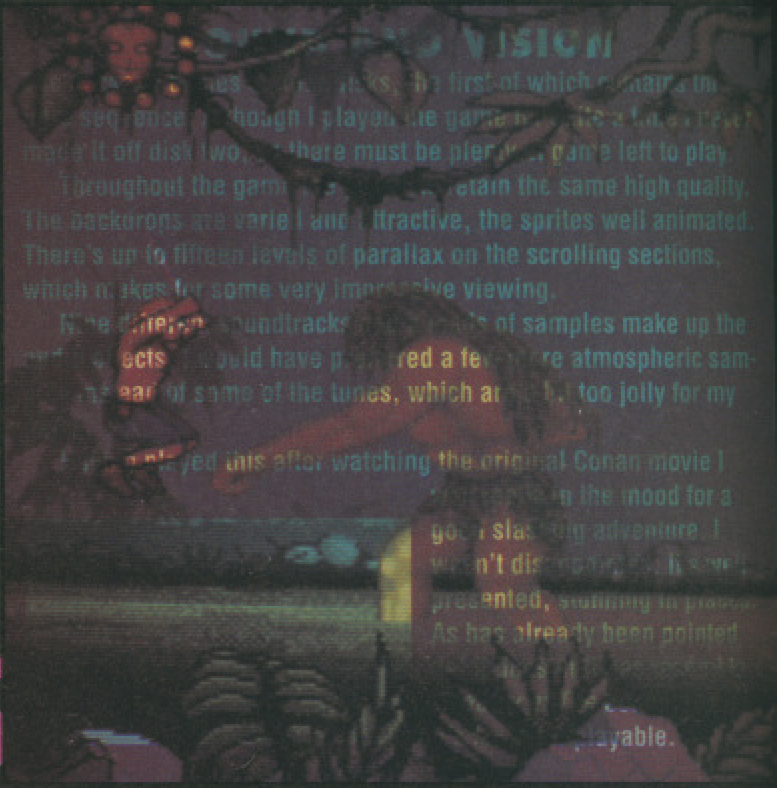
AMIGA SPEC

MEMORY REQUIRED	512K – 1MEG
COLOURS ON SCREEN	32
DIFFICULTY LEVEL	7/10
DEVELOPMENT TIME	10 MONTHS
NUMBER OF PLAYERS	1
GRAPHICS STYLE	SPRITE BASED WITH 15 LEVEL PARALLAX ON SOME STAGES
SOUND	20 TUNES + SAMPLES
SPRITE SIZE.	UP TO 122X250 PIXELS









WRATH OF THE DEMON

problems. It's impossible to judge when to run so it's all down to luck.

When the key's been collected you have to go all the way back to the start of the level and then go right. The hazards here are similar to the previous ones, culminating in a blue, withered monster chucking fire balls at you. A zap potion is the only way to pass him and finish the level.

The not-so-jolly green giant is next. This dude is really tough. He attack continuously, only pausing to lift up his hair and smirk. Occasionally a snake will rear its head and bite you, causing even more damage. It isn't an easy level.

A picture is displayed between levels, updating you on the story and your position in the game. Nice, but you can't skip past it.

Should you come to a sticky end at the hands of a demon you can restart from the beginning of the stage. You need to press the fire button very quickly when you die; if it's left too long the game resets to the intro sequence and you have to go through the start up text and some tedious disk swapping.

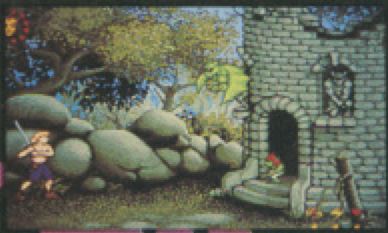
Wrath Of The Demon isn't a classic, but then again it's not a game that's easy to put down once you've started to play.

Mark Patterson

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"Stunning and playable arcade/adventure"

GRAPHICS	84%
SOUND	81%
LASTABILITY	87%
PLAYABILITY	88%
OVERALL	**86%**



DAY OF THE DEMON

Horror and human fear have been money making subjects for the American movie industry since 1908. Classic films like The Exorcist (1973), Night Of The Living Dead (1968) and The Cabinet Of Dr Caligari (1919) have become cult movies, remembered for their fear value rather than for huge budgets, extravagant production or gripping plot.

Classic monsters have constantly risen from the pits of hell to plague unwitting heroes and heroines. Pinhead from Hellraiser was the eighties anti-hero from the other side. Though he finally met his match in the sequel, he carved a name for himself in the horror hall of fame. Night Of The Demon (1957) had Dana Andrews as an occultist who unleashes a giant medieval demon on the world. The demon itself looked like a suitably altered version of the King Kong outfit. The overall effect was startling at the time.

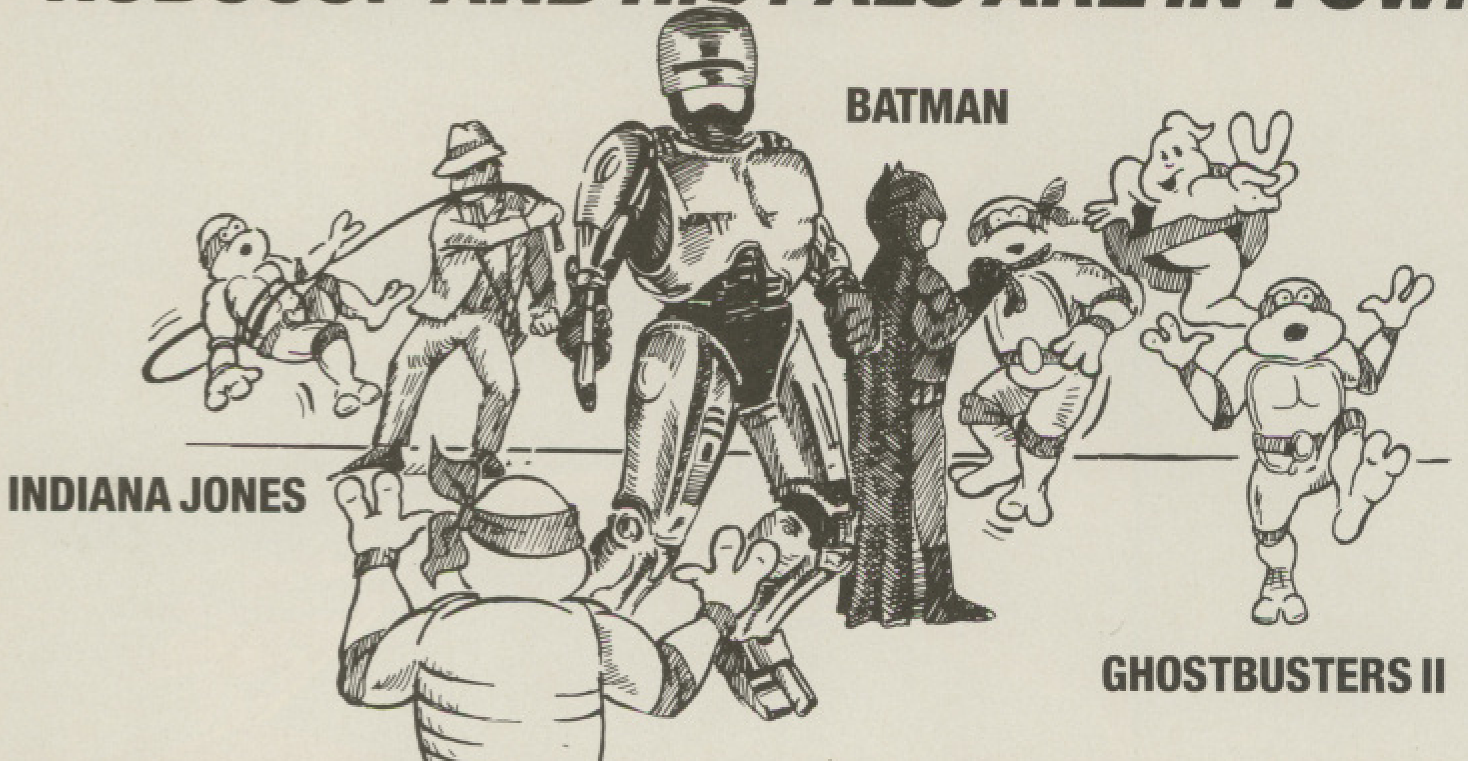
Even now Freddy Krueger has nightmares, Jason his ice hockey mask and the Ghoulies are still going after yours. Horror, demons and their sequels are set to carry on well into the next century.





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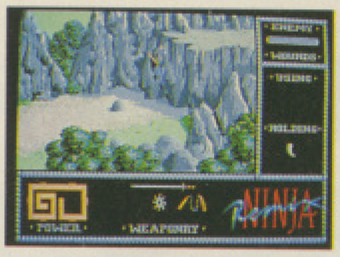
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negotiating the stepping stones requires the use of all three lengths of jumps, one false move and the Ninja buys it.



After the river's been cleared it's on to the palace gardens, where members of the Shogun's imperial guard lie in wait.









The door could lead inside the palace. Then again it could lead into a trap. . .



The Dungeons contain rats, skeletons and corpses. And not all of them are dead. . .



NINJA REMIX

Innovation is important for a game to become a classic. But what was innovative four years ago certainly can't be now. 1987 saw the release of *The Last Ninja*, a landmark computer game. But now, almost four years later the question to ask is has it stood the test of time?

Yes and no is the noncommittal, but appropriate, answer. Yes in that the concept has yet to be successfully repeated, and no in that there's more than a few people have played the original game to death.

Although *Ninja Remix* isn't a copy of the original Ninja game, the design, and some of the ideas have been duplicated. For a start the play area is a system of paths, as in the original, which run through the background. This may sound restrictive, but there's more than adequate room to move. Some of the levels do look very similar to those in the '87 version. I suppose that's why it's a Remix, not *Ninja 3*.

The quality of the graphics is excellent throughout. Each level employs an individual style. Enemy Ninjas are tidy enough, and varied designs provide a constant stream of new opponents. On the early stages they're content with running at you with swords drawn, but as the game progresses, they get smarter, waiting for you to make a move before they attack.

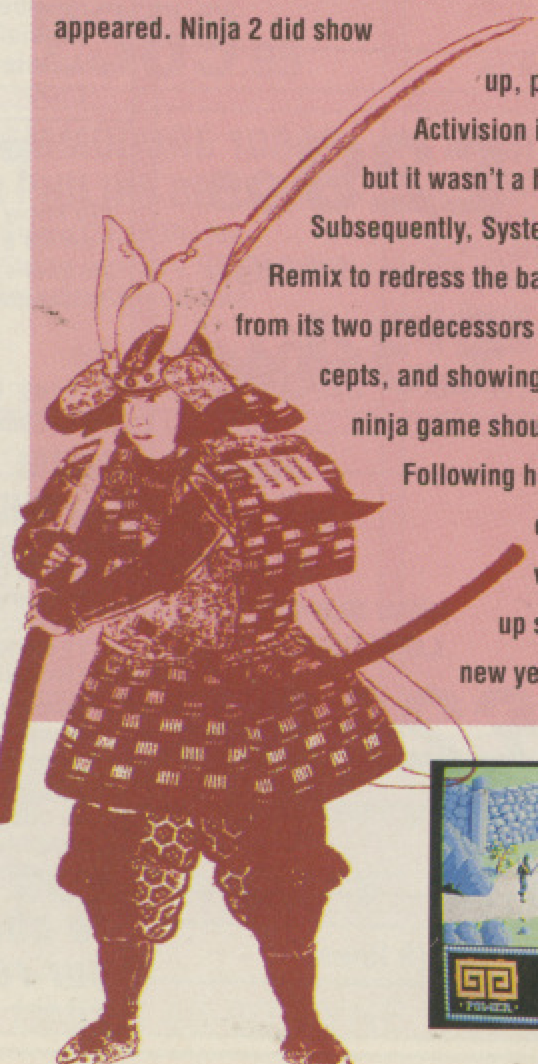
A rather large status window runs round the bottom and right-hand side of the play area and displays your Ninja's energy, what weapons and objects he's carrying, and the status of any bad guys on screen.

A suitably oriental soundtracks accompany each level, nothing spectacularly technical, but well written and atmosphere enhancing.

The object is to pass through six levels, the wasteland, mountains, gardens, dungeons, palace and, finally, the inner sanctum – where the mysterious Ninja scrolls are kept. Guarding the scrolls is an veritable army of nasty Ninjas, leading up to their grand master, who has to be destroyed on the final screen.

Level one kicks off with the Ninja standing alone and unarmed in the wasteland.

PREDECESSORS **Ninja Remix could be called Last Ninja 2.5. The original Last Ninja conversion was developed for the Amiga, though ultimately never appeared. Ninja 2 did show up, programmed by Activision instead of System 3, but it wasn't a hit with the critics. Subsequently, System 3 have released Remix to redress the balance, taking ideas from its two predecessors as well as new concepts, and showing the public how a ninja game should be produced. Following hot on it's heels is the official Ninja 3 which should show up some time in the new year.**





CU SCREEN STAR

WEAPONS AND ARMOUR Although your Ninja is proficient in unarmed combat, he won't get very far without the aid of weapons. The sword is the first weapon you come across, lying near the start screen. Like most Japanese swords the blade is long, thin and incredibly sharp. Next is the powerful nunchaku which is formed from two short poles attached by a chain, a devastating weapon which was popularised by Bruce Lee. The most damaging weapon is the Bo, a two-metre hardwood staff which allows the user to attack at long range. Throwing stars can be found and used to destroy opponents before they come into striking range. Smoke bombs also feature. When thrown at an opponent they render them unconcious for thirty seconds.
For their defense, the bad guys are armed with weapons similar to yours, plus armour. Tradditional Samurai armour was designed to give maximum protection with ease of use. Most of the highly decorative Japanese armour which survives was intended for presentation rather than practical use.

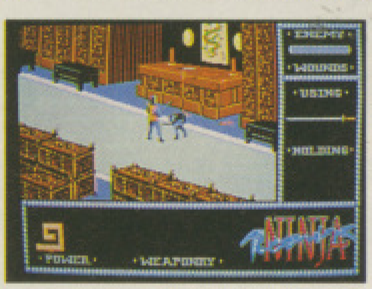




Praying to buddha isn't just good for your karma. If you're stuck a guida light will shine and tell you waht's to be done next.



There's no way you can pass this dragon unprotected. You need to turn around and seek out a little bit of extra help. If you don't fricasse´ed Ninja's on the menu.



The Ninja doubles up after a nasty carck in the ribs from a sword.



It's worth searching the potions, help comes in many forms.



This Samurai isn't just for decoration, don't stray too close.



Taking a peek through the telescope won't help your cause.

This is an ideal time to practice controlling him. Rotating the joystick turns the Ninja around, pull in one direction and he'll follow that. Three types of jump can be accessed with the fire button and diagonals. The Ninja automatically switches to combat mode when facing an opponent, giving the player four attacking moves, jab, kick, high swing and a block. Obviously the attack differs slightly depending on the weapon used. Damage also varies depending on the method used.

The longer you leave a guard without engaging in combat the tougher he becomes. This is shown the enemy's energy bar in the top right of the display panel which steadily increases until it reaches maximum, or combat starts. It pays to move fast.

Apart from gratuitous amounts of violence, Remix relies heavily on puzzles. Level one ends with an indestructible dragon blocking the exit, here you need to work out what to use and where. The puzzles follow the standard use object to pass problem idea, hardly ground breaking. However the puzzles are worked in such a way as to complimentary to the arcade feel of the game, striking a good balance between thinking and reflex.

Twenty five quid may seem heavy handed for a four year old title, and indeed it is if you owned the original. The package contains four disks, one for the intro (which can be bypassed) and six levels of game crammed on the other three. Definitely recommended for new comers to the Ninja games, for those with experience of the original last Ninja they might find this lacking.

Mark Patterson

SYSTEM 3 £24.95

"Excellent conversion of a classic beat 'em up"

GRAPHICS	83%
SOUND	84%
LASTABILITY	81%
PLAYABILITY	84%
OVERALL	**85%**


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ANDRE PANZA'S KICK BOXING

As contact sports go, Kick Boxing is definitely one of the most violent. A cross between traditional boxing and karate, it's origins lie in Thailand, though the sport is now dominated by westerners.

US Gold's kick boxing sim (programmed by Futura in France) is endorsed by Andre´ Panza, the current world champion (who is also French). Panza is also listed as supplying technical advice, so presumably the moves should be close to the real thing.

Like many games of this style the ultimate objective is to challenge the Champion and take his title. You start last out of the nine boxers in the game and have to work your way up the ranks until to you're ready to face André.

Your boxer has three ratings: Strength, which dictates how much damage you inflict on an opponent; Resistance, which determines how much damage you take from a blow; and Reflex, your boxer's speed. It helps to have ratings at least equal to those of your opposition. Athough the computer will ban fights where the odds are overwhelming, a statistically stronger opponent will normally beat you, no matter how badly he fights.

Two things can make or break a combat game – speed and moves. The latter is catered for extremely well There are fifty five in total, despite the fact that owing to joystick limitations only thirteen can be used during a fight. A custom fight system such as this allows you to alter a boxer to match his opponent; it also prevents the game from becoming repetative and allows you to create your own style of fighting.

Sadly the game is not as clever when it comes to speed. The boxer often responds sluggishly to commands, especially when you want him to turn round. The overall speed of the game could really be a bit faster too; I've got a hunch that this lethargy might have something to do with *PKB* being an ST port.

Despite the fact that it's slow, the animation on the boxers is very good, especially when they've been crocked, with over-the-top sprays of spit, and bodies folding in half. It's always more rewarding when someone doubles up in pain after a backhander to the ribs.

Panza Kick Boxing is well presented with just enough variety to keep you going until the next head-to-head combat sim appears. It's shame about the lack of speed, but that shouldn't put you off checking this out.

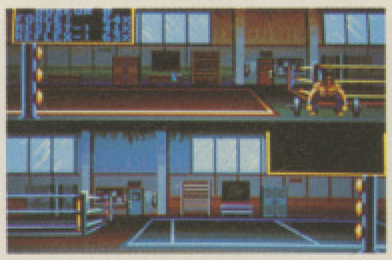
Mark Patterson



There's always a crowd at a championship bout. The champ has been flattened, but the challenger is desperately low on energy. It doesn't look like he'll recover.

KICK BOXING

While English boxing is carefully governed by the Marquis of Queensbery rules, Kick boxing is a much looser style made up from several different martial arts. Although kick boxing is similar to Thai boxing they shouldn't be confused. Kick boxer's stand off and concentrate on their next moves, Thai boxers, however, get in close and grapple with their opponents . Thai boxing was originally developed over a thousands years ago when people fled from China to Thailand to escape Genghis Kahn's hordes, bringing knowledge of the Chinese martial arts with them.



Above: training with the skipping rope improves stamina.
Below: The jumping axe kick is a devastating move.



US GOLD £24.95

" Fun and accurate. But marred by lack of speed "

GRAPHICS	76%
SOUND	81%
LASTABILITY	79%
PLAYABILITY	84%
OVERALL	**82%**



OF MICKEY MICE AND

Walt Disney are swapping the mouse with a crush on Minnie for one that plugs into a home computer port. While Dick Tracy on Amiga comes via France, Steven 'Jaws' Speilberg's new flick – a tale of killer spiders – is scuttling close behind. Steve Merrett moves to the insect house, Mark Patterson gets locked in the games room with Tracy. . . and Steve James gets housed at the Moulin Rouge. . .



DISNEY SOFTWARE

Paris-based gamesters, Titus, and French educationalists, Nathan Software, hold the prestigious contract to program software under the Disney name. As Disney explained to CU Amiga, choosing French companies to develop their software makes perfect sense promotionally as well as geographically. Movies get shown first in Paris; there's the Euro version of Disney World being built near the city, excellent trade and communications links to the rest of western Europe, and there are large, plush Disney offices along the Champs Elyse´e that are crammed with Disney memorabilia – including a Daffy Duck chest of drawers – which dignitaries can gawp at.

The set-up differs from Lucasfilm in that – as yet, at least – there are no plans to release original games into the market. Product will be licenced only. Through a miscellany of publishers, the odd Disney licence has cropped up in the past on home format, but fairly or otherwise, Lucasfilm's success begs the question: why wait this long to set up a label?

These days, the lion's share of the company's profit comes from merchandising. Each deal is subject to careful analysis, and it's only now that Disney feel committed to home formats. Amiga, ST, PC and some 8-bit computer owners are the first to be served. Disney are being tight-lipped about CDTV development (then who isn't?), but when we spoke to them about it 'unspecified plans' looked bound for the pipeline.

Disney has been a hard-won contract. Although they are delegating the production of code, obviously they set guidelines, including the controversial decision to make the Tracy game in seven colours. Warren Beatty himself had to approve the finished version.

There are three strands to the label. Nathan software will predominantly deal with animation and educational packages (games with a puzzle/strategy element and a strong learning bias), whereas Titus will be entertainment only. Disney could be the brand name association to end them all, and all three strands should benefit from the clout.

DISNEY ANIMATION STUDIO

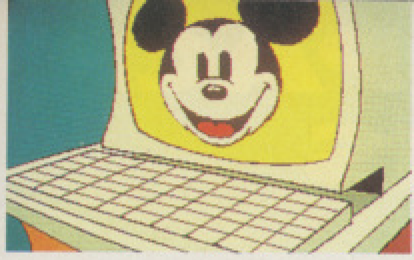
This package, so the theory goes, will let you draw cel C, while the computer re-draws A and B. CU Amiga puts the theory to the test. . .

Who better to release a computer animation package than the masters of animated features, Disney? Coming from such a pedigree stable, you'd expect something a little out of the ordinary, and with *DAS*, you won't be disap-



Prune Face, Mumbles and the rest of the mob in Disney's Dick Tracey were a cast of – supposedly – fee eschewing star performers such as James Caan, Al Pacino and Dustin Hoffman. . . .





TEN FOOT SPIDERS...

A demo screen from DAS, Disney Software's first animation package for the Amiga enthusiast. . . .





With the crediblity that comes with the Disney name, you'd expect them to produce a neat, little package like this Animation Studio. It's best feature is the so-called 'onion-skin' option. As you create new cels, the previous ones are overlaid to show you how your sprite animates. The Disney Animation Studio should appeal to professional and punter alike. You can catch a glimpse of it in action on a PD demo currently doing the rounds. . . .

pointed.

DAS describes itself as 'an easy-to-use animation program for anyone who is interested in learning about animation'. However, the rather high price of £99 seems to point it more toward the professional market. So which is it, beginner's tool or professional utility?

Actually, both. Though deceptively simple on first usage, *DAS* slowly evolves to display all manner of powerful weapons in its armoury, such as instant checks on how your animation is coming along, full use of the Amiga's palette and a full import system, allowing you to pull in pictures and animation files from other programs, such as *Deluxe Paint III*.

Creating animations couldn't be simpler. Rather than create masterpieces from the word go, you begin by 'roughing' your artwork, sketching each sheet, or cel, in black and white. The key to this section, and the solid basis for the entire animation process, is the 'onion skin' style of overlaid pages. As you create new cels, the previous three are faintly displayed as an animatory guideline. This makes the production of your computer cartoons infinitely easier, as well as helping you towards a more polished and professional end result.

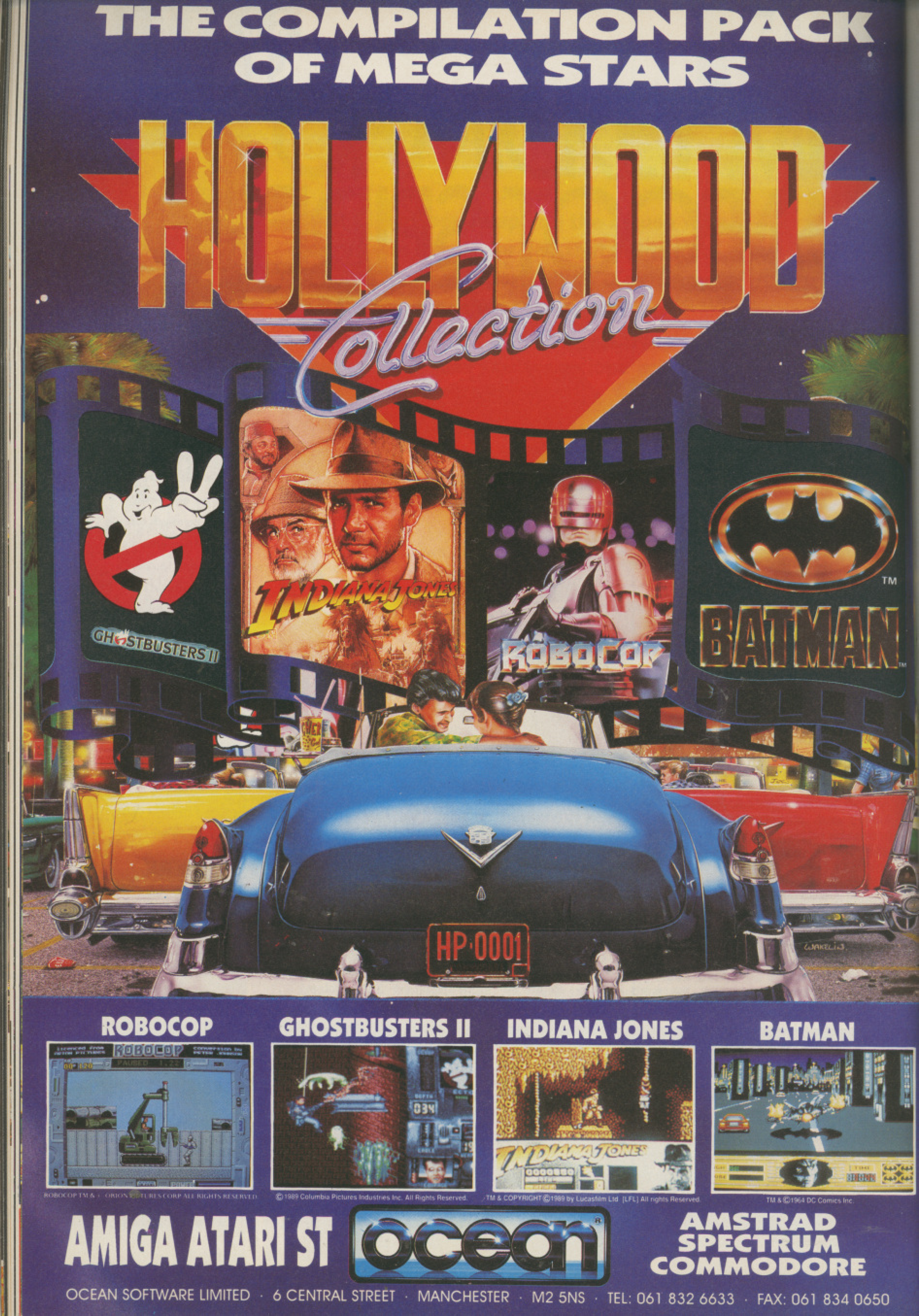
However, does ease of use and exceptional design really warrant the high price tag? I can't really say yes, as – aside from the excellent 'onion skin' facility – it does basically the same job as *Deluxe Paint III* in terms of animatics, but falls a bit short on the computer art side. An excellent product nevertheless, only marred by over-pricing.

Tony Dillon

ANIMAL QUACKERS

Billed as educationsoft, Duck Tales is, in fact, a strategy game on the Disney label. Scrooge McDuck, the villain of the piece, is a greedy and conniving – but nonetheless loveable – entrepeneur whose activities the player regulates. Scrooge can amass his fortune by a) sky diving into a pile of money in a simple arcade sequence, b) by speculating in stocks and shares (this bit calls for the use of one's noddle); or c) by selecting an area of the world to exploit, piloting an aeroplane to the location, and then sending Hewey, Dewey and Louis on various arcadey/puzzley missions to bring back the goodies.

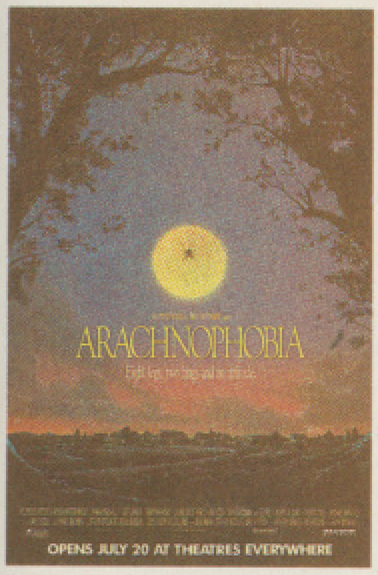



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ARACHNOPHOBIA -THE ULTIMATE FEAR?

Steve Merrett takes a behind the scenes look at Arachnophobia, the not so insy winsy FX film and the next Disney movie coming to a monitor near you. . .

'Two fangs, eight legs, and an attitude'. That was the cover line for the latest film to arrive from the talented combination of Spielberg and Disney. Harking back to the days of the attacking ants and rabid rabbits of countless 50's B-movies, Arachnophobia is an updated version of all those old creature features that we all know and love. Starring Jeff Daniels and Julian Sands, the film follows all the old plot routines of a mutant strain of creature sneaking up on a sleepy American town and terrifying its inhabitants. As the film's hero (played by Daniels) searches for the root of the problem, trouble appears in the form of ever-devious government officials. Meanwhile, whilst all this is going on, the populace of the small community is gradually being reduced, spurring the locals to search for the force behind the unprompted attack.



SETTING UP

The driving force behind the film is Frank Marshall, who is an old hand within the Spielberg camp, and was previously Executive Producer on the Indiana Jones and Back To The Future series, and the two Gremlins films. At first, he didn't particularly want a hand in the film's direction but the 50's-style theme and scenario of Arachnophobia appealed to him and it was one of the few scripts he felt he could do real justice to. However, with a script that necessitated no less than seven-hundred spiders, numerous FX-orientated deaths, and a massive mutated spider as its chief nasty, Marshall realised he would have a tough task ahead of him. To ease this problem, he called in the help of FX genius Chris Walas, whose previous work includes The Fly and its sequel and, more recently, Robocop II.

After storyboarding and script revisions, filming started with a twelve day shoot in the South American rain forests. Frank had used the location before during the filming of Always, and during that production he had casually noted that if he was ever to be bitten by a poisonous spider, that forest would be the place. With this in mind, he had already found his first location. The scenes shot in the forests are when the lair of the spiders is accidentally opened by a couple of explorers, unwittingly releasing the deadly mutants in the process. After a couple of nasty deaths, the spiders continue their relentless march - straight into the lives of Mr. Daniels and his fellow villagers where an almighty battle ensues to stamp out the creeping arachnids.

BIG BOB AND CO

Marshall's main objective was to scare, and to do this it was essential that the all-imortant spiders were realistic. However, using real spiders involved difficult handling and unreliable stars (who fell asleep at inopportune moments during filming), so Chris Walas and his thirty-man crew started to prepare a handful of radio controlled creatures. This threw up two problems: first of all, Walas had less than half an inch to squeeze in more wiring than was needed to control another of his creations, Gizmo the Mogwai in Gremlins; and, secondly, the spiders' walk had to be totally realistic. The wiring problem was solved relatively easily, and the walking was also resolved using a wire-based system which got the principle stars' milling around almost perfectly. Once that nut was cracked, Walas then had to make no less than forty versions of 'Big Bob' the massive spider who ultimately controls the others, along with a selection of nylon-based webs and a few rotting corpses.

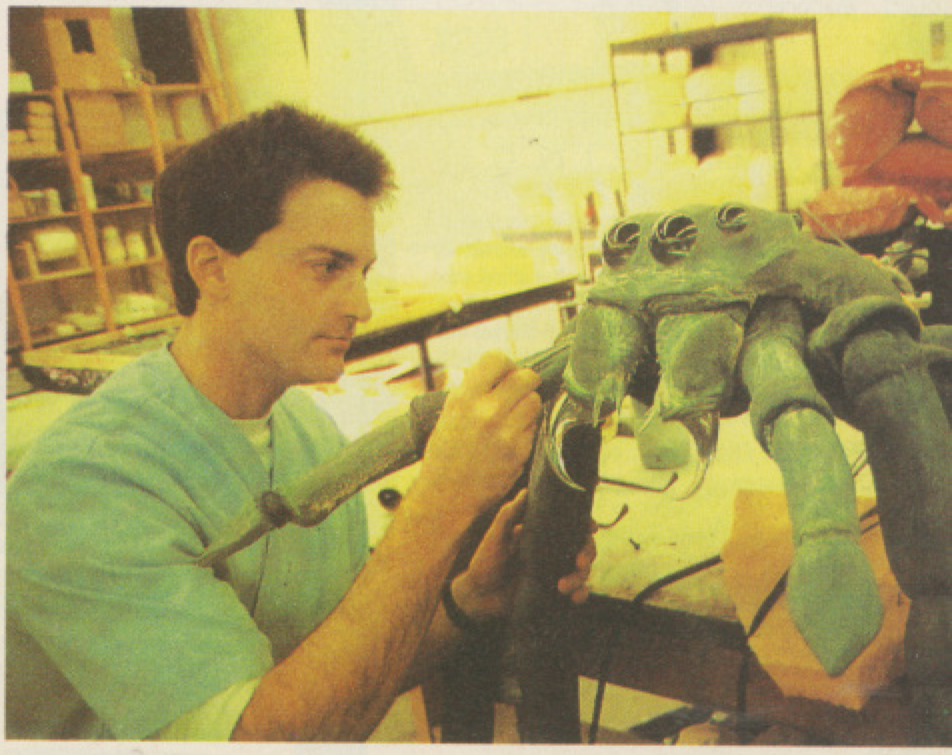
Some scenes, however, required the actor and real spiders in the same shot, and Marshall refused to mess around with point of view shots as seen through the spider's eyes as he wanted the film to give anyone watching the shivers so that they could imagine that they were in the same situation - and some of the frightened looks are so effective you'll see in the film, are because the actors really didn't like their hairy co-stars!

'NEW' FANTASIA

Possibly the greatest full length animation ever, Fantasia, is due to be re-released in 1991.
Although fifty years old, the movie ranks in terms of sheer technical accomplishment and imagination.
A series of animated sequences set to classical music, the 'new' Fantasia has been re-mastered from the best stock available worldwide. Anyone who appreciates the art of animation ought not to miss this event.

For certain scenes, real spiders couldn't be used so Walas's wire-guided arachnids were used. The 'stunt doubles' caused more than a few problems, though, due to the complex wiring inside. In addition, getting them to walk like the real thing caused more than a few headaches.





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DICK TRACY

Like Good Morning Vietnam, Dick Tracy was one of those Disney films released through its 'maturer' offspring, Touchstone Pictures. The game marks the debut for Disney on an own-name label. Mark Patterson looks at program number one...





Once Dick reaches the end of the stage, the main criminal awaits him. Repeated shooting brings him to justice, allowing two cops to come on screen and take him away.

Dick Tracy the movie was an accurate and clever adaptation of Chester Gould's classic comic strip. The game couldn't be more different. Gone is the kind, sensitive, intelligent Dick of the comics and movie; in it's

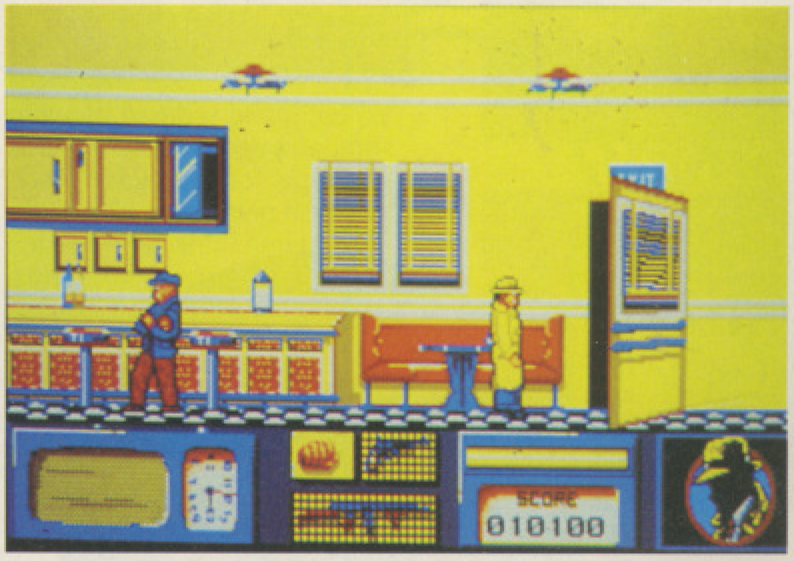


place is a trigger-happy, yellow coated Robocop whose only aim is to shoot anyone who gets in his way - in fact, the cop-out gameplay in this simple, horizontally scrolling shoot 'em up could have been used for any character, whether it be Robin Hood, Alien, or Superman.

The graphics are as weak and as thin as Dick's objectives. Tracy looks almost passable, until he moves. Utilising four frames of animation every two steps, our yellow-coated hero starts his arresting mission on the left side of the screen and has to cut his way through enemy ranks to leave on the right side, and a flick-screen system is used to depict the levels. Unfortunately, though, the favourite hideout for the bad guys seems to be in each screen's border - an area which allows them to shoot you, without you being able to retaliate. Likewise, if Dick is standing too close to a character when he fires, his gun will shoot past them, even though they can still sap your energy.

Every time Dick is shot you temporarily lose control as he recoils. Your energy is subsequently reduced and when this expires it's 'game over'. However, one of the game's biggest faults is that avoiding the enemy bullets is a very hit and miss affair, and this means that skill isn't needed to complete the game, only luck. I can appreciate that the programmers were trying to keep the seven colour style of the film, but the Amstrad-style colours used are just too gaudy and give the game a bland appearance. The end-of-level bosses are only recognisable thanks to the addition of a small piccy at the bottom of the screen. Film tie-ins should take keys scenes from the movie they are based on - as seen in Robocop II or Batman - and use different game styles to depict the action. Thanks to the lack of this variety and the quality of its graphics, sound, and playability, *Dick Tracy* rates as something of a disappointment for first 'true Disney' game. There's bags of potential from this stable so let's hope that the next one's better.

Dick Tracey can collect two guns – a Colt 45 Special or a Thompson submachine gun AKA the Chicago piano – although the difference is minimal.



THE PRICE IS RIGHT

In terms of US box office takings, Disney Studios were top of the chart in 1990. Although it failed to do a Batman, Walt's descendants wrung around $104 million out of Dick Tracy making it the fourth top grosser that year, while the 'thrillomedy' Arachnaphobia just missed top ten billing but still made a cool $50 million.



DISNEY WORLD FRANCE Acres – or should that be hectares? – of Parisian land are being cleared to make way for Disney's first Euro theme park.

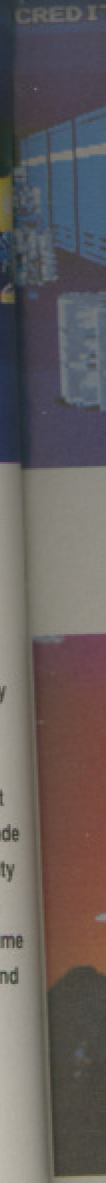
Disney World France will give access to millions of 1992ers who don't want to fork out the air fare to the States to see Daffy, Donald and Pinnochio. And just like its American counterparts, the French centre will be packed with theme lands, avenues of the future and no doubt one from the ancien re´gime. "New materials and systems" and audio-animatronics are the cornerstones of the Disney parks, and for a few ten francs you'll be treated to some eye-boggling wonders.

And in the meantime, should you be in Paris, why not visit the wonderful City of Science and Industry? You'll find space stations, submarines, a geodesic dome, flight simulators, a twenty foot robot, plus a huge, sound-altering carbon dioxide bubble that you can play with. True, it's not a Disney creation but it's great fun all the same.

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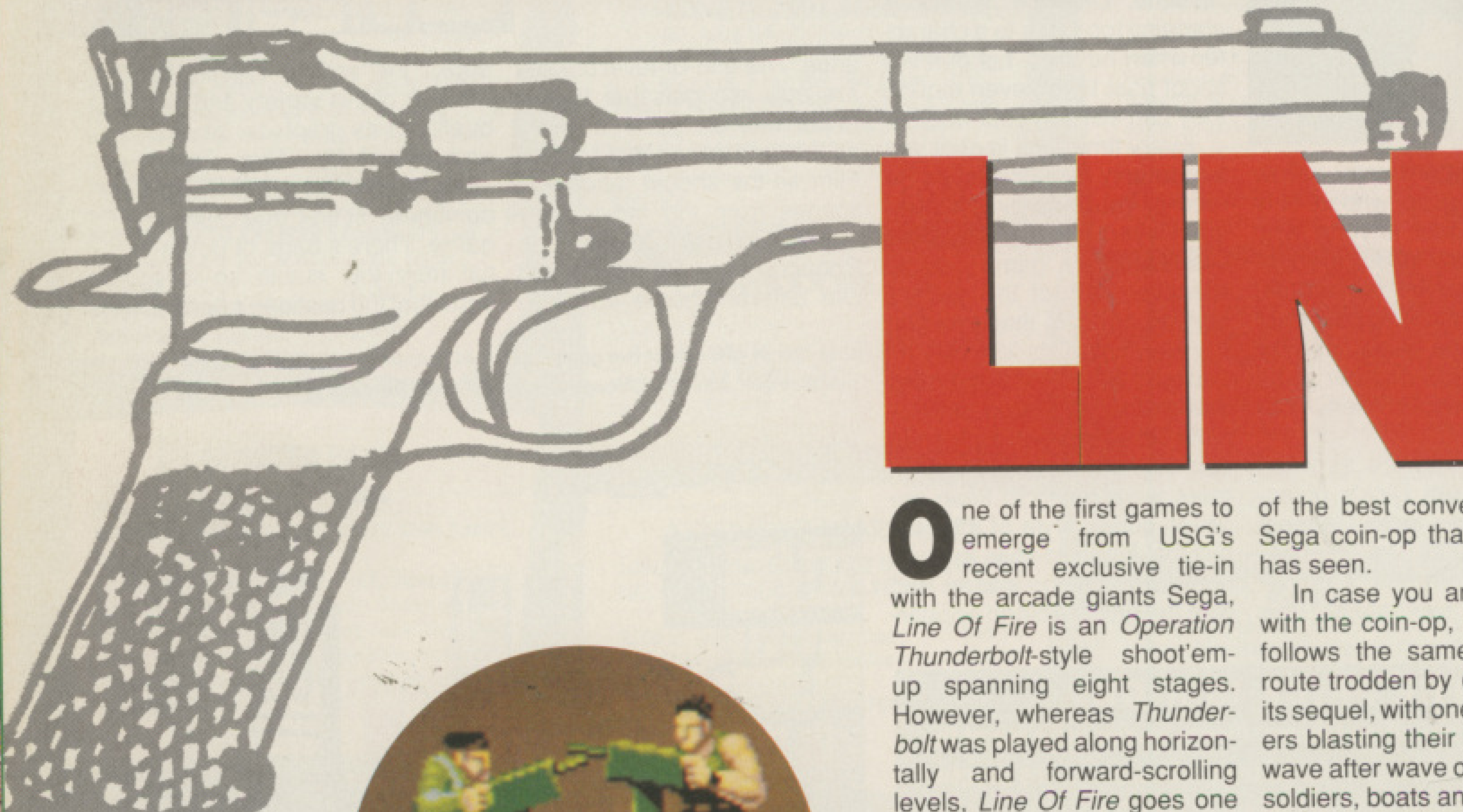






(Above) As you blast through the levels, extra supplies are often left for you to pick up. Extra bullets, grenades and health can be collected by shooting the packages as they appear.

(Left) When things start to get too hectic, a well-timed grenade can be thrown. As the almighty explosion clears, most of the enemy on the screen at the time of detonation will be killed, and the larger ones weakened.



LINE

One of the first games to emerge from USG's recent exclusive tie-in with the arcade giants Sega, *Line Of Fire* is an *Operation Thunderbolt*-style shoot'em-up spanning eight stages. However, whereas *Thunderbolt* was played along horizontally and forward-scrolling levels, *Line Of Fire* goes one better and combines the two by allowing the player to turn corners – effectively combining the two – a system that Sega's dedicated sprite handling software could handle with ease, but could cause more than a few problems for the Amiga. Fresh from their success with the Rotoscape system, Creative Materials were duly given the unenviable job of recreating *Line Of Fire* – scrolling system and all – and, to their credit, they have produced what must rank as one of the best conversions of a Sega coin-op that the Amiga has seen.

In case you aren't familiar with the coin-op, *Line Of Fire* follows the same all-action route trodden by *Op Wolf* and its sequel, with one or two players blasting their way through wave after wave of enemy foot soldiers, boats and tanks. The action is viewed as through the eyes of the soldiers, with the smooth dual scrolling bringing the massive sprites that make up the gun and missile-toting enemy towards you. A cursor is used to aim your weapon, and is moved around using either the joystick or the mouse, with the respective buttons of each firing a stream of bullets or lobbing a grenade into the fray. Care should be taken when firing, though, as your ammo supplies are limited to a few clips of bullets and



Your hazardous mission takes you through enemy-filled camps, and later through the surrounding country. To speed up your journey, you 'borrow' numerous jeeps and boats to take you through the enemy lines. This is detailed on the map which appears between levels, and shows your progress as you battle your way to the awaiting plane to freedom.







ıen played in two-player mode, ‹ screen is effectively split rizontally. Thus, any shots that hit me in the left-hand side of the reen will cost player one energy, d vice versa for any that hit in the ht-hand side.

CU SCREEN STAR



MISSION IMPOSSIBLE

Cramming the Line Of Fire coin-op into the Amiga is an impossible feat, so Creative Materials had to decide which aspects of the game were dispensible. The main difference between the two versions are to do with the graphics. They aren't quite as detailed and there are less stepping frames as and when the sprites are enlarged and updated. In addition, Creative opted for less enemies on screen which, luckily, doesn't affect the gameplay. Instead it means that Amiga Line of Fire can run at a faster rate . The sprites were transferred directly from the coin-op via a piece of screen grabbing hardware and then retouched. This saved a lot of time and hassle and also made the conversion slightly more accurate than if they had been drawn from scratch – a feat that would have taken months of work.



E of FIRE







a handful of grenades, although further supplies can be picked up by shooting the relevant icon as and when they appear on screen. Likewise, medical caches can be collected in the same manner and replace any energy lost due to enemy fire. If, however, your energy reaches zero, one of your five credits will be lost.

The basic scenario of the game is that you and your buddy have succeeded on a mission to breach the unnamed enemy's defences and have stolen a prototype machinegun. Controlling the two heroes, your aim is to guide them safely back through the eight stages between the enemy base and relative safety, using the liberated gun to defend yourselves. Each of the stages is detailed on a map that appears between levels, and your journey begins with you sprinting through cramped corridors of the enemy base, before engaging the enemy forces as you battle through the treacherous caverns and rivers that must be negotiated. In addition, waiting at the end of each stage is a massive guardian which may take the form of a helicopter or a tank and can only be destroyed by repeated fire or a few grenades.

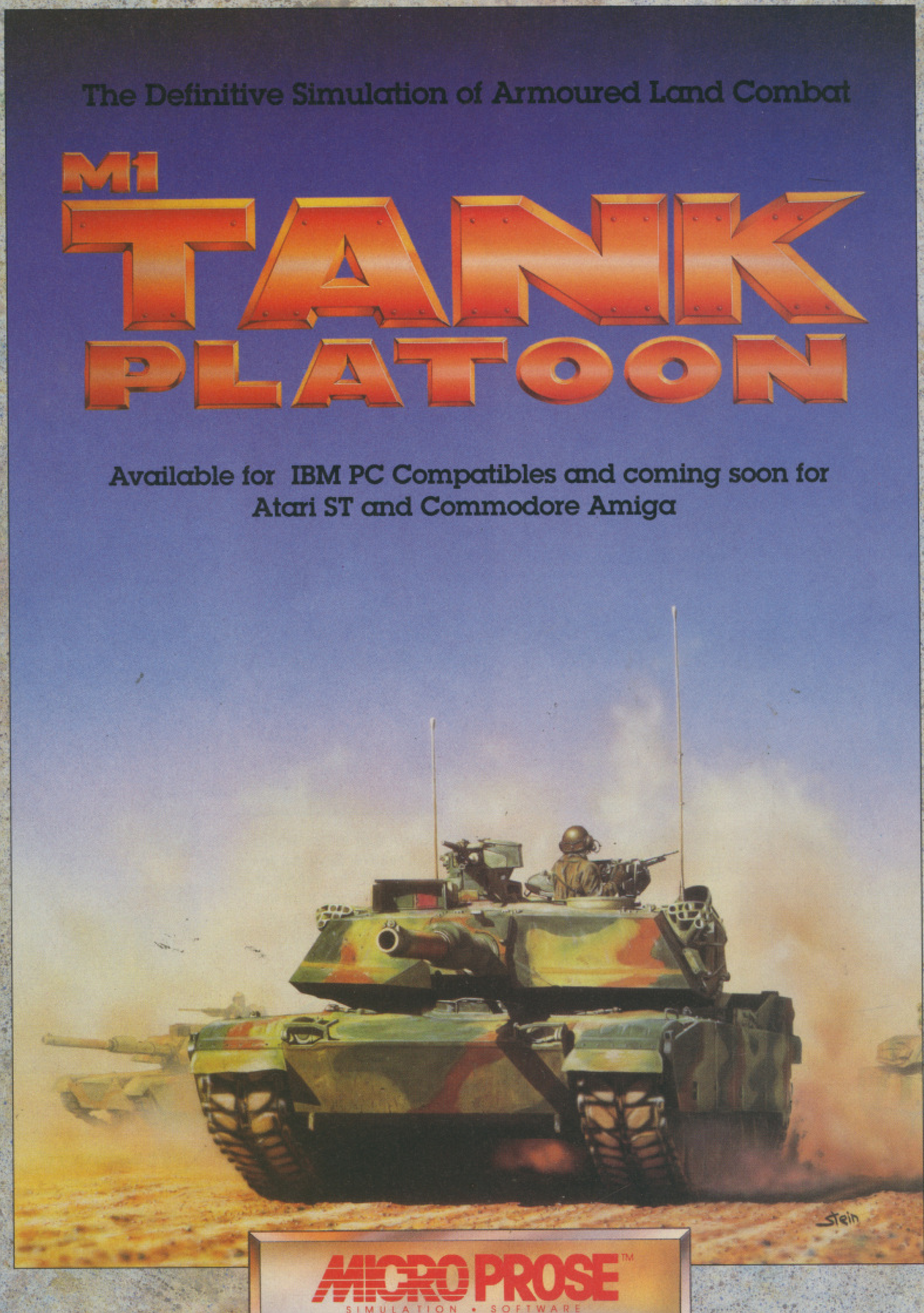
With the exception of a reduced number of sprites on screen, Creative have somehow managed to squeeze practically everything from the coin-op into this Amiga version. More importantly, this version seems to have more playability than its arcade parent, and certainly more than Ocean's two Taito games. Granted, there are a few rough edges to the graphics, but when you consider just how much is on screen and the speed at which it moves, this is more than understandable. In addition, the sound isn't all it could have been, and the explosive effects are a little weak. I do feel that perhaps *Line Of Fire*'s difficulty level should have been tweaked to make it harder, but even so with is a brilliant shoot'em-up and one that warrants immediate attention.

Steve Merrett

US GOLD £24.95

"Superb conversion of a playable coin-op"

GRAPHICS	87%
SOUND	79%
LASTABILITY	76%
PLAYABILITY	90%
OVERALL	**85%**



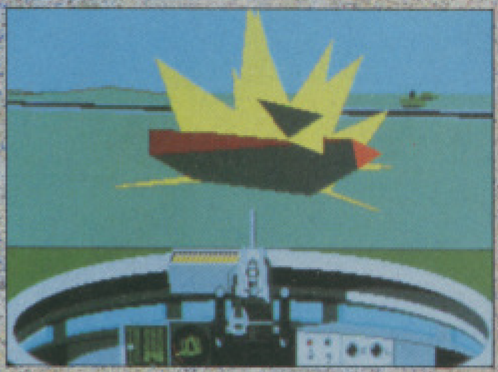
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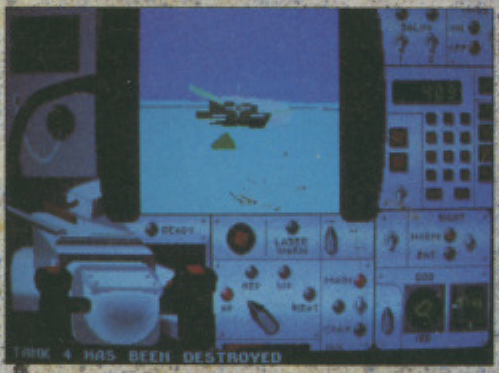
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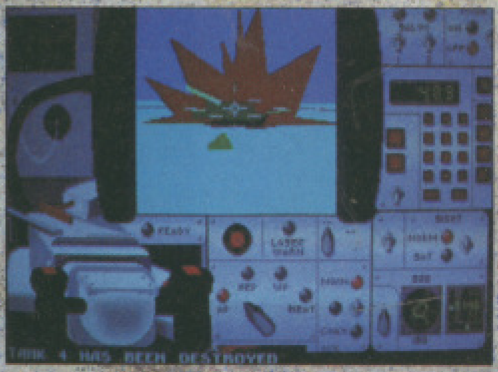
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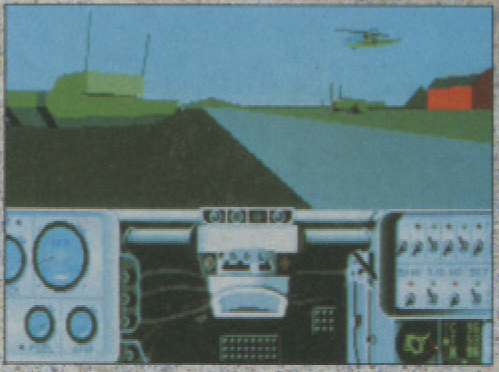


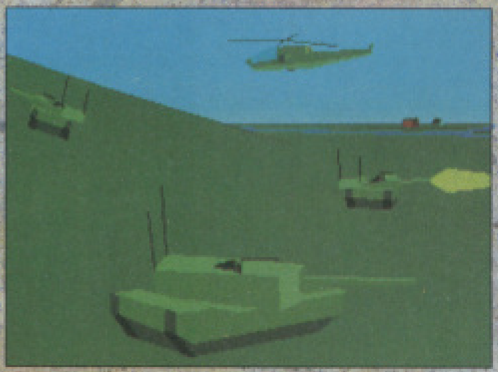
M1 Tank Platoon was released for IBM PC compatible machines in October 1989;

"MicroProse has surely excelled on this one: it's all there, from superb playability through great attention to detail to one of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." *** PC Leisure Spring '90**

" I can't really fault M1 Tank Platoon as it's definitely MicroProse's most comprehensive simulation yet." 87% C&VG Nov '89

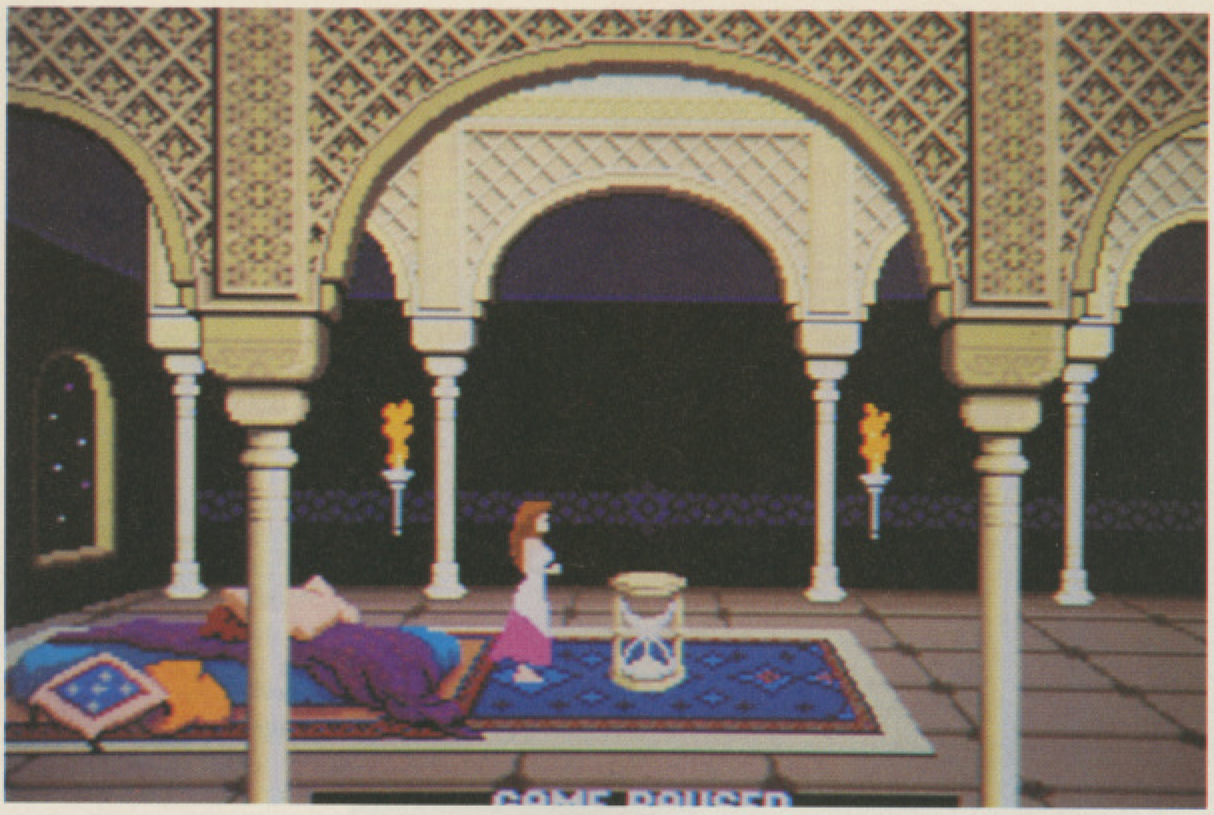
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CU SCREEN STAR

The Princess awaits your rescue. Screens like these occur between levels to keep you updated on the plot. Seeing as you only have sixty minutes in which to complete the game, it's not a wise idea to hang around watching the pretty pictures.
A map is essential for completing the game, so I'd advise you to have a pencil and paper handy while playing.

PRINCE Of PERSIA



In *Prince Of Persia* we have an example of the contrasting styles of British and American software. Games programmed in Britain tend to suffer from weak design, often the result of a sprint toward the profit line. Even so-called original products can be retarded, a rehash of an ancient game. American software, while not always technically astounding, is often head and shoulders above. Companies like Broderbund, Sierra, Maxis and Cinemaware have made names for themselves in Europe, America and Japan, with some titles approaching the million sales mark.

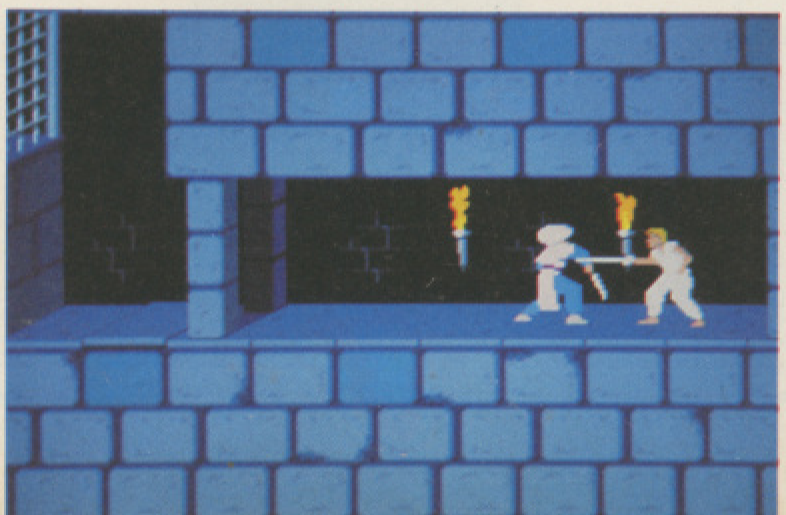
Broderbund first rose to fame on the C64 almost seven years ago with *Karateka*, an interactive karate movie. Since then they've produced titles such as *Wings Of Fury*, *Typhoon Thompson* and *Shuffle Puck Cafe* among others.

Prince Of Persia is not much more than an average looking arcade adventure. The backgrounds are bland, the main sprite lacks detail, and at first glance it seems a visual non-starter. But it play and the game takes on a completely different light. The apparently dull main sprite comes to life with some amazing animation. Programmer Jordan Mechner studied hours of sword fights and human movement to make the characters move as realistically as possible, the effect is incredible.



Above: Our hero just makes the jump. If he miss-timed it the spikes below would finish him for good.

Below: Combat is easy to master. Wait for your opponent to lunge towards you then strike. Make sure you leave the joystick centred so he draws his sword.



Your ultimate goal is to rescue your true love, who's been imprisoned in a high tower by her evil father. She's got one hour to decide between her love for you, or death. This gives the game a time limit and forces you to hurry up.

Apart from the guards there are plenty of other pitfalls to face. The least deadly are clumps of spikes which shoot out of the floor. These are easy to avoid. One of the more novel pitfalls occurs on level four. A mirror appears just before the ➢

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PRINCE Of PERSIA

end, jumping through is the only way past. As you go through one side your reflection jumps out the other, returning later on in the game to cause you untold trouble.

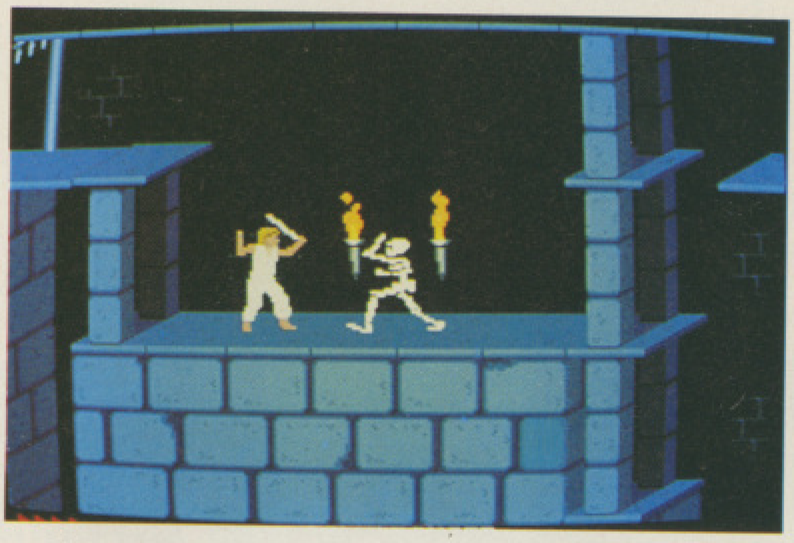
The control system is simplicity itself. Players unlucky enough to fall into a pit should push a button making their character reach out and try to grab any available ledges. On later levels this is essential as some jumps are too wide to negotiate in a single leap.

Prince of Persia is immensely playable. The game owes a lot to the animation and ease of control of the main character. Without this it would be nothing more than a below par platform jaunt. All the elements come together extremely well to form a game which is both playable and enduring. One of the most interesting games I've seen in long time.

Mark Patterson

GAMEPLAY As the puzzles start taking shape so does the game. The first few levels are an introduction to the mechanics of the game; the initial problems require you to learn how the control system for the character works, how the various puzzles are connected and how to battle your turban-wearing opponents. There's a useful level skip which lets you try out the first four stages, although this only leaves you with fifteen minutes on the clock.

Later levels require dexterity as well as thought. Most of the time the puzzles revolve around opening doors. Slowly an element of urgency is brought in, as doors three screens away start closing, forcing you to sprint or become trapped.

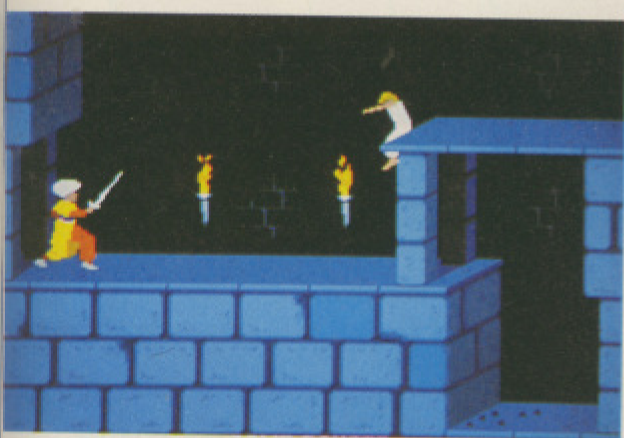


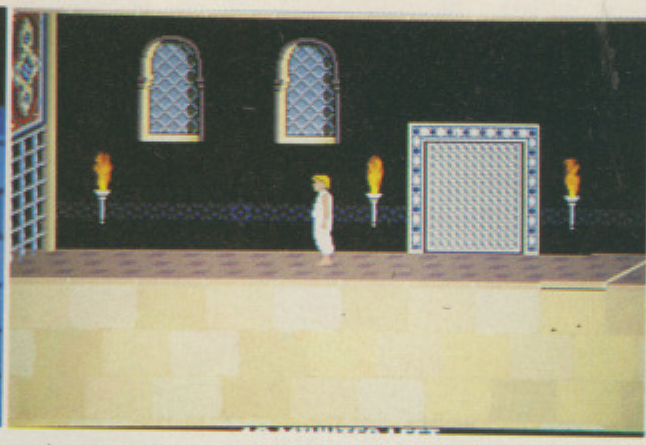
Skeletons are tough cookies. These boys can't be killed by sword alone. Every hit will drive the bone bag a step back. Follow up each strike and attempt to force him over the edge so he plummets to his death on the floor below.

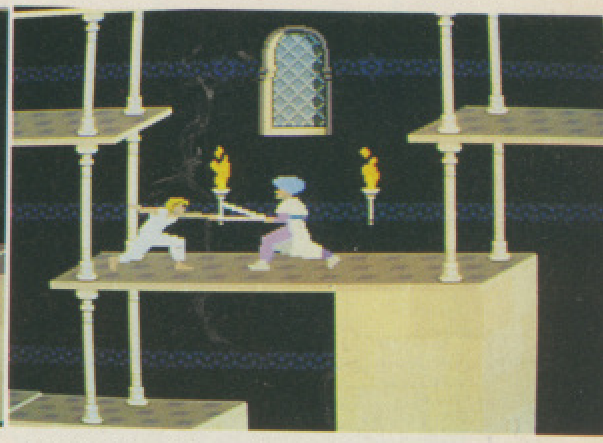
THREE SECTIONS

The whole game's set over just three sections. The first of these, the dungeons, is pitched just right for the beginner. Guards are easily defeated and the puzzles get progressively tougher as you get better. Next is the sequence set inside the castle. The graphics change to sandstone blocks and columns, the guards toughen up and so do the puzzles. Make liberal use of the pause button before trying to work out the next move. Finally there's the tower. At this stage there's not much time left on the clock, so all of your skills are required to overcome some very tough guards and mind bending puzzles.

Throughout each level you're updated on the progress of the Princess via an attractive little graphic sequence. This adds somewhat to the scant in-game presentation.

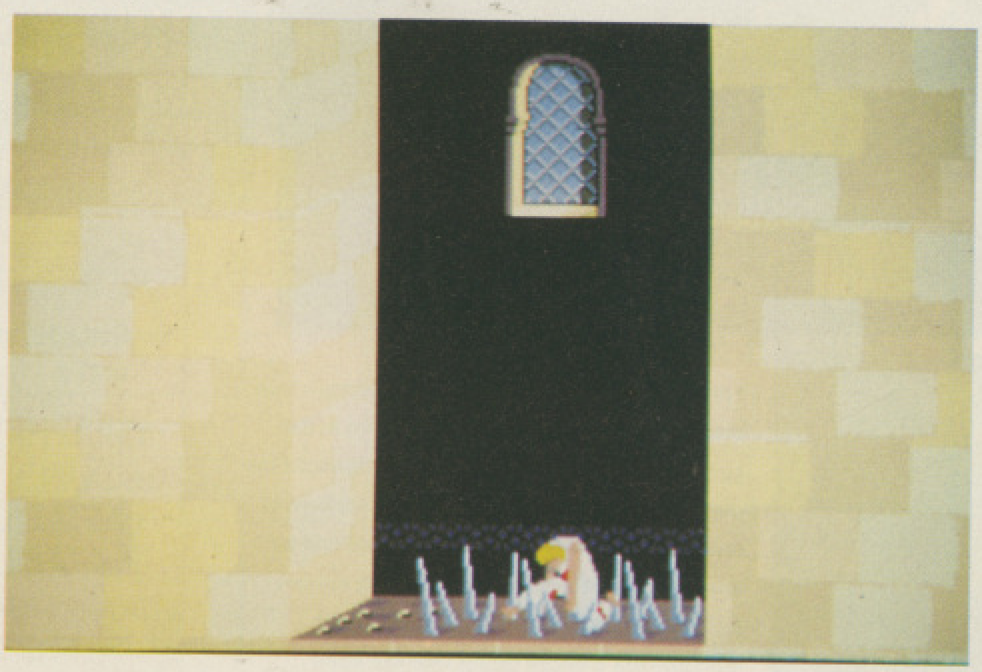






Prince of Persia is very easy to play. You only have to worry about your sword when you're facing a bad guy. Jumping is performed by tapping the fire button while running.As you fall, tap the button and make your hero reach out and attempt to grab onto a platform.

Level two takes place inside the palace. Here the cause of death is not just because of the spikes, but because of the extremely long fall. Obviously more practice is needed on the jumps.





DOMARK £24.95

" Smart arcade adventure. Plays better than it looks. "

GRAPHICS	83%
SOUND	79%
LASTABILITY	87%
PLAYABILITY	88%
OVERALL	**87%**

Leaving their footy boots behind, Anco return to the computer arena with Death Trap, a sprawling arcade/adventure which involves the negotiation of countless burst-scrolled rooms. The game's scenario tells of an evil magician by the name of Shankriya, who is the ruler of the domain in which you, as Abi, find yourself. Shankriya became a magician of great power after stealing some magic scrolls and deposing the historical ruler of the land. He then hid the scrolls in a series of guarded labyrinths and sealed the fate of the land. You, as Abi, must find the scrolls and put an end to Shankriya's reign of terror.

There are five levels of Labyrinths which you must work through, each populated with bizarre creatures, wizards and traps. Upon entering the Labyrinth, Abi is armed with a meagre Woolworth's boy scout pen-knife, which is about as deadly as a Woolworth's boy scout, but on killing some of the marauding creatures, he is rewarded with amounts of Red, Green or Blue potions which can be mixed together to create various spells.

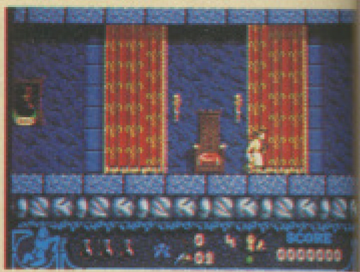
To cast spells, just hit the spacebar and the amount of each potion needed to complete the lowest strength of the highlighted spell, weapon or cure is shown. If you have enough ingredients to increase the strength of the spell then move the joystick up - the new strength of the spell is displayed in the lightening flash icon. Back at the main screen, the new weapon or spell is now selected and battle can recommence as you fight your way through the level, pulling levers down in various locations in order to gain passage to ever more dangerous locations.

Death Trap is a remarkable break from Anco's footballing heritage. The scrolling is a little jerky, but graphics are clean and well detailed, even down to the tiny, power-draining leech that leaps up and sticks to your back, draining potions and energy. Although initially difficult, the game follows a simple pattern with items, traps and monsters always appearing in the same place, so that if you lose one of your four lives, you can retrace your steps to the point of your last demise. In all, Death Trap comes over as a very disappointing arcade/adventure. Its presentation is far from what we expect these days, with badly-animated sprites and the aforementioned eye-straining scrolling makes positioning far from easy. These niggling faults mar what is already a decidedly average game, and there are far better games of this ilk on the market.

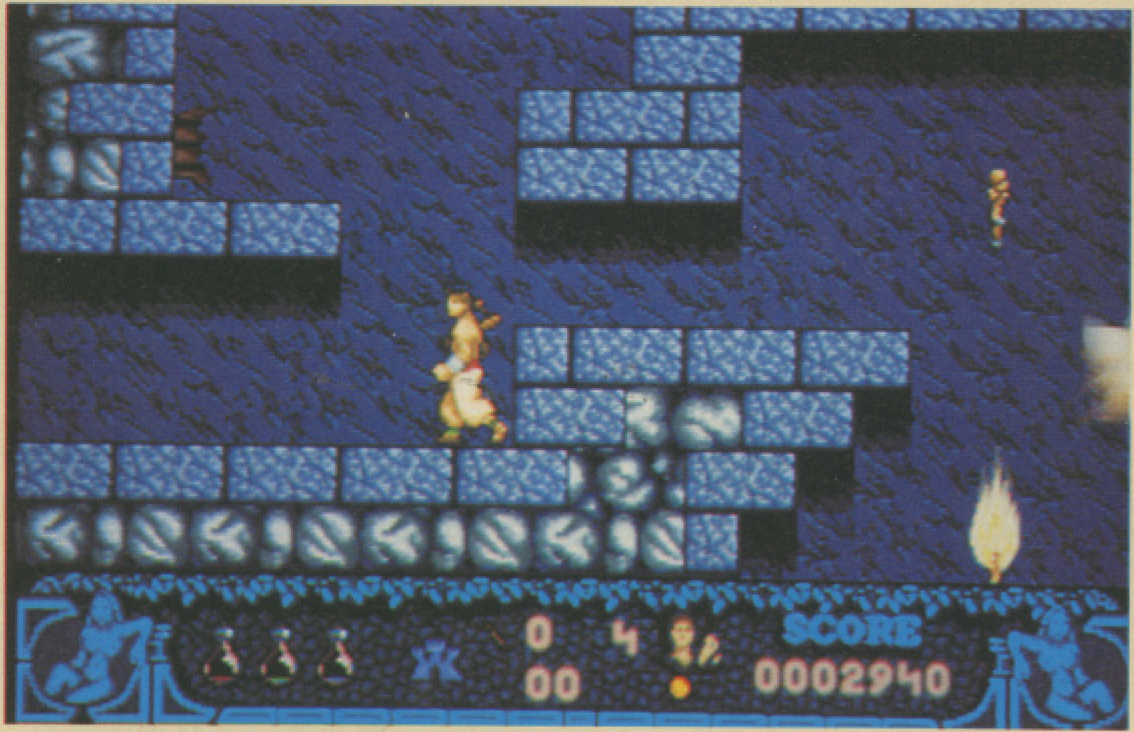
Garth Sumpter



Here's Abi making his way through the first level of the game. Watch out for the spirits which just materialise and always magic up Abi's friend as soon as you have enough potions.



DEATH TRAP



THE ART OF MAGIK

The earliest examples of spells were found on Egyptian papyruses in the first century. Magical spells and sorcery have been used to defeat enemies, wake the spirits of the dead and to ensure success in love. Witchcraft is thought to come from a Stone-Age religion called Wicca, or 'Craft of the Wise'. Unusual potions include swallowing gold to cure jaundice and a brew of horse dung as a cure-all.



The crux of the matter is the spell screen. Use the spacebar to access it at any point in the game and then use the joystick to highlight the particular spell you want. Then the mixture of red, blue and green potions you need will be shown, with stronger spells needing more ingredients. Pushing the joystick up will increase the amount going into the spell

ANCO £24.99

" Arcade/adventure that's "

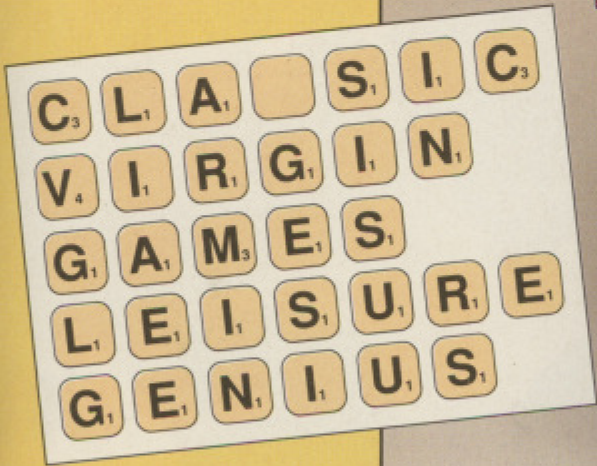
GRAPHICS	66%
SOUND	63%
LASTABILITY	71%
PLAYABILITY	70%
OVERALL	**69%**

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As sport games go *M.U.D.S.* is extremely basic. But Rainbow Arts' novel approach has produced a potential classic.

M.U.D.S. is set in a typical Dungeons and Dragons style land: the middle ages with plenty of monsters running round. The main pastime consists of watching M.U.D.S., a violent team sport that's not too unlike an Arsenal Vs Man United match, with two teams trying to score in opposing goals while knocking merry hell out of each other. Take over as player/manager of a small backwater M.U.D.S. team and aim to become the biggest sensation the sport has ever seen.

M.U.D.S. the sport is a cross between soccer, rugby and American football. A team consists of five players – two in defence, one midfielder and two attackers. Instead of a ball, a small creature called a Flonk is used, which is vomited onto the pitch by a larger creature. There's a bucket at either end of the pitch which acts as a goal, into which the Flonk must be thrown. Between the goal and the defenders lies a shark infested moat, which can be negotiated by players, but at great risk.

The average team consists of five main players plus six or seven reserves. In turn these are made up from the sixteen different races that inhabit the land. Each race has it's own plus points and disadvantages. Fuzzools, for instance, are obsessed with playing in M.U.D.S. teams, even though the hapless creatures are considered to be a delicacy in some parts of the country and likely to be eaten while on tour.

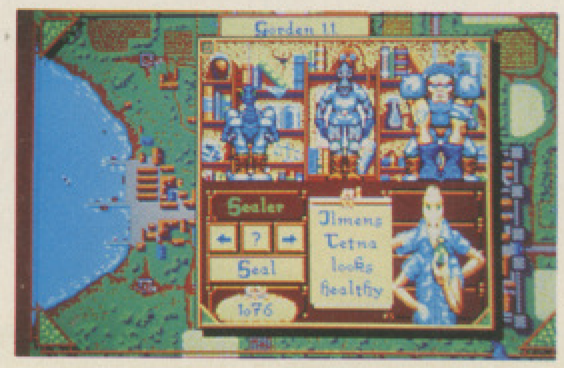
Tackling is performed with fists. Tapping the button once causes a mild tackle, twice and a player will fight until him or his opponent drops. A foul occurs when a player without the Flonk is tackled. If the ref isn't looking you can usually get away with this; if you are



You'll find yourself frequently visiting the slave market to replace deceased team members.



A bar fight that turns sour can be very costly. Here you've lost a player, not only affecting your tactics but your team's overall morale.



The healer is willing to treat any of your injured players. His results are as impressive as his prices are steep.

Shady deals take place in the bar. Apart from picking up tips on how to improve your game, you also get to meet opposition players. If you're feeling flush there's an option that lets you pay off other players. For instance, you might persuade them to play badly, or even join your side. Picking a fight with somebody is also a good way to mess them up before a match. It boosts your players' morale, too.



Peace reigns in the local tavern. Time to cause some trouble, possibly bribe the opposition, or maybe start a fight.



spotted the offending player is encased in a block of ice for thirty seconds as punishment.

A large part of the game is devoted to the campaign mode, during which you look after your team, buy players, nobble the opposition, and arrange tours. Select a hotel to use as HQ. If you don't stash your team in a hotel they end up milling around the streets getting into trouble. Every town has a slave market where you can purchase fresh players for your squad, or flog off the trashy ones.

Banks are on hand to update you on your finances, or lend you a small amountof cash. If you're particularly skint a loan shark will spot you a couple of grand, although this is risky – if you default on your payments, their collection methods can prove painful. . .

CU SCREEN STAR

And you're not just limited to one city. *M.U.D.S.* is set across an entire continent. This provides you with plenty of different teams and locations, and stops things from becoming repetitive.

Initially *M.U.D.S.* seems very simplistic, but once you start playing it takes on a style of its own. Not only is it funny and uncomplicated, but incredibly addictive. One of the best games I've played in a long time.

Mark Patterson

M.U.D.S. Gallery of Ghouls



Humans are good all-rounders. Their main drawback is unreliability; but it's often worth placing one in mid-fields.



The word tough was for Bulls. They're the biggest, strongest creatures in the whole of MUDS. The perfect, indestructible defenders.



Whizzles are amazingly fast, but weak. They need to be kept well fed otherwise they'll feast on other players.



Etants are, slow, strong and incredibly thick – in other words natural defenders, only surpassed by Bulls.



If it's speed you want the Warklonks are the fastest. Unfortunately, they're the weakest creatures in MUDS.

IN CONTROL? There's nothing innovative about the control system. Control whichever Flonk is the nearest, or just one team member. Holding the fire button down releases a cursor which is used to place your shot, and releasing the button throws the Flonk. The of time this procedure takes often means you're fouled before you let go of the Flonk, definitely the downside of the game.



It's a goal for the opposition. The flonk slaps into the bucket, but it's still early days.

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SOUND	75%
LASTABILITY	87%
PLAYABILITY	89%
OVERALL	**87%**

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THE CHRiSTMAS GOOD GAMES GUiDE

Game	Label	Amiga %	ST %	IBM PC %
F19 Stealth Fighter	MicroProse	91.00	93.45	92.00
Midwinter	Rainbird	91.00	93.54	93.90
Rick Dangerous II	MicroStyle	87.04	87.00	-
Silent Service II	MicroProse	-	-	92.67
Tower of Babel	Rainbird	92.92	91.50	-
Simulcra	MicroStyle	87.25	87.02	-

A whole host of other MicroProse games have also scored high average marks, including Railroad Tycoon (IBM) - 93.65%, Carrier Command (IBM) - 99.13%, and Stunt Car Racer (Amiga) 90.05%.

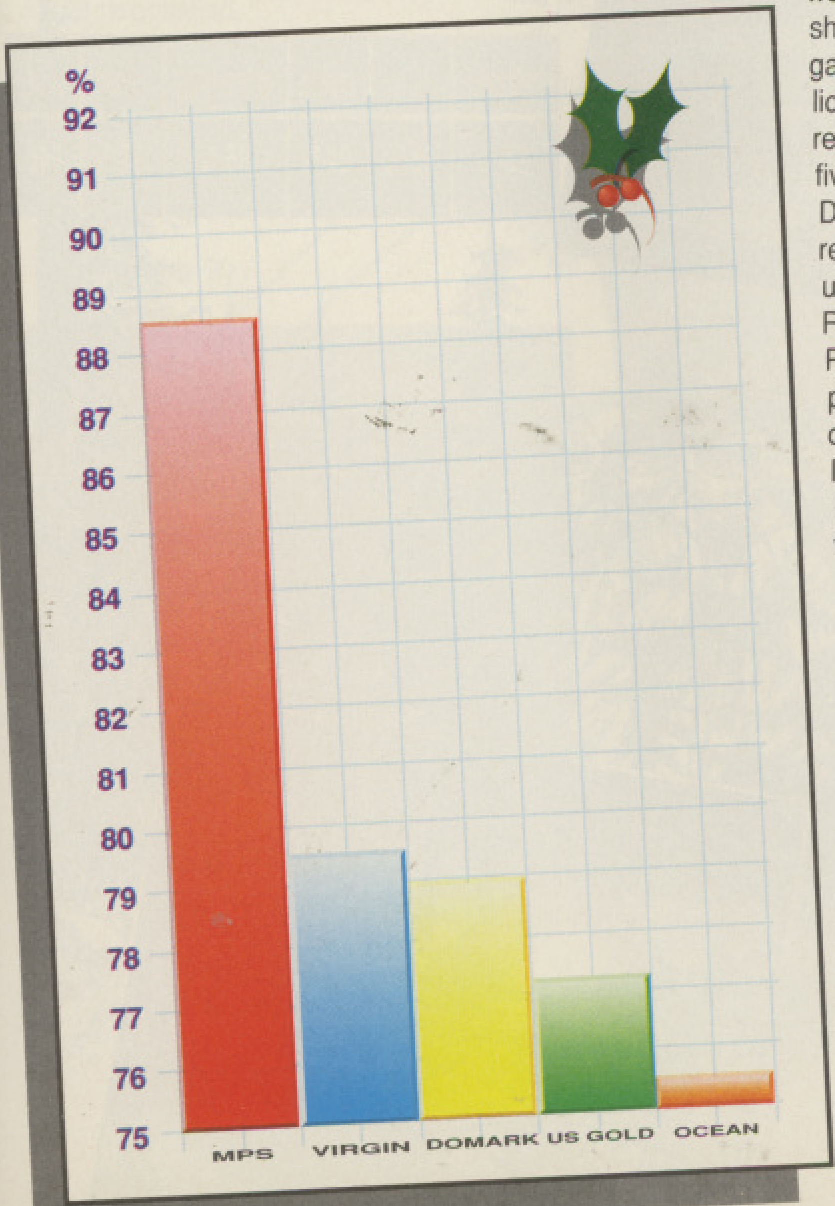
If you plan to use your computer to escape from the relatives, avoid the repeats on the telly, or just relax over the festive season, you'll be helped by knowing which software is worth *your* time and money.

So how do you tell a Christmas "Turkey" from the year's vintage offerings ?

'Tis the season to be jolly....and also the season in which we suffer from excess; one Sherry or Mince Pie too many; that snog under the mistletoe with your best-friends ugly little sister; actually enjoying the Christmas number 1 record; and looking pleased as you receive another pair of socks from granny.

Christmas sometimes brings out the worst in people, and often brings out the worst in software, as the shops get crammed with games which are poor film licence conversions, and rehashed compilations of five year old "classics". Disappointment is often the result for serious software users; Cow-a-dunga, Roboflop 17, Terminal Relapse, S.L.U.M. Runner; popular for the twelve days of Christmas, but likely to leave you as cold as Boxing Day's Turkey for the rest of the year.

What of the year's vintage offerings ? Which games have set the software shelves alight throughout 1990 ? Which publishers offer you the best of times every month of the year ?



The Proof of the Pudding...

Every computer magazine takes a keen interest in the quality of games published. Every edition is packed with reviews, comments, and marks out of ten, aimed at making your choice easier. Some magazines cover specific computers, others a range of computers, and some every computer. But they all know one thing; How to spot a great game.

One of the UK's leading magazines, "A.C.E.", keeps a monthly check on the marks scored in all the reviews in all of the magazines, to see which publishers' products are receiving acclaim everywhere. The results make interesting reading.

The graph shows the average review mark scored, from Aug - Dec 1990, in *all* magazines, for five top publishers. (Source - Ace Stockmarket).

"The conclusion to be drawn is that MicroProse games provide consistent quality, value, and enjoyment, all year round."

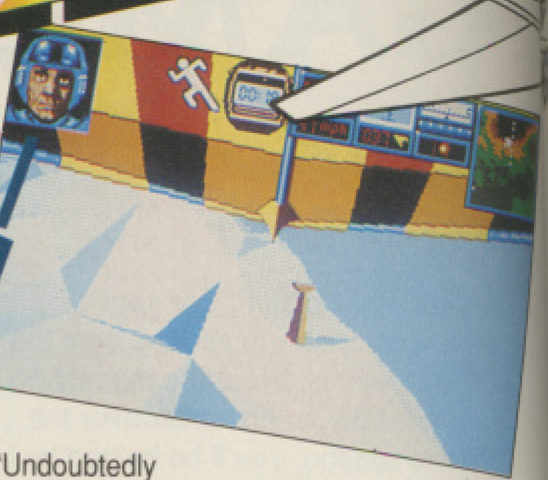
The clear winners are MicroProse, proving to be the most consistent of the publishers surveyed. A list of average marks received by six of their games (remember this is across *all* UK mags) are shown above. All the games rank highly.

Over the page you'll see why...

MIDWINTER

Eleven programmers and researchers worked for four man years to produce the masterpiece billed as "The Strategy Game of the Decade". The reviewers held their breath and then gasped in amazement at what they saw....





"Many games are billed as 'revolutionary', but Midwinter is probably the closest you are going to get to the title. Although the presentation is superb, it is the superb gameplay that sets it apart from other 'classics'. Although your task is to destroy the evil General Masters, the gameplay allows you to perform the task in whatever manner you deem appropriate. As you put together a strong team with varying skills that actually have a bearing on the game, any method can be used to kill Masters. Couple this with four modes of transport, numerous missions, and an involving storyline, you have a game that really does live up to its classification." **ST Action** May 90

Midwinter has convinced me for the first time ever that a game can be really clever and incredibly playable. It's an absolutely phenomenal game and there are no phenomenal game and there are no reasons not to buy it. Absolutely stunning." **Zero** March 90

"A landmark in computer entertainment." **The One** Feb 90



"Undoubtedly set to be a classic." **C&VG** March 90

"The most atmospheric, utterly magnificent game I've played, and will play, all year." **ZZAP !** April 90

Midwinter tells the story of one islands struggle for survival in a new Ice-Age. Its Gallup chart history is one of triumph - another Number 1. For one hell of a Cool Yule, pit your wits against Midwinter from Rainbird this Christmas.

THE ONE	C&VG	ZERO	ST FORMAT	ZZAP!	ACE
95 %	96 %	94 %	96 %	97 %	948

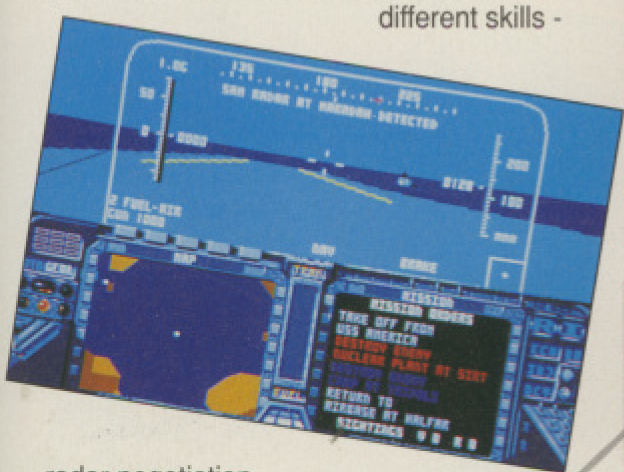


Available from Rainbird on:
Commodore Amiga £ 29.99
Atari ST £ 29.99
IBM PC Compatibles £ 34.99



It's 30 feet wide, 59 feet long and has an almost invisible radar signature. It's the plane that the US Air Force won't talk about - but when MicroProse revealed it to the world, the reviewers spilt the beans about the F-19 Stealth Fighter.....

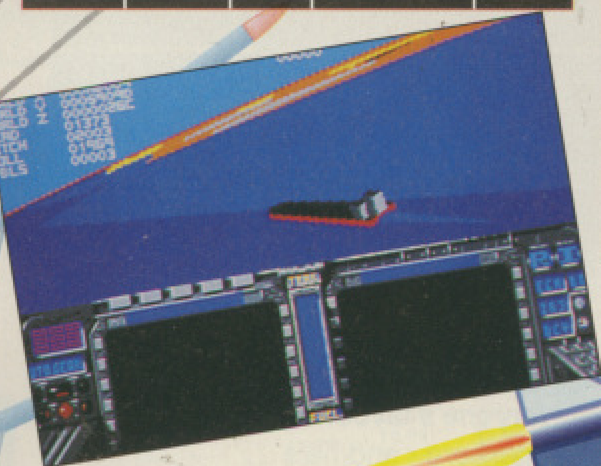
"Fast smooth and technically sophisticated. The game's major advantage is its tactical scope. The four mission territories, cold war, conventional and limited war situations plus the selection of available options translate into a huge number of different missions - each with its own level of enemies, radar installations and alerted bases to face. Flying a successful operation draws on a variety of different skills -



radar negotiation, bombing accuracy, air-to-air improvisation and plane handling skills. Presentation, right down to the expansive manual, is impeccable throughout. For strategic depth and variety of gameplay, there's very little to touch it."
The One July 90

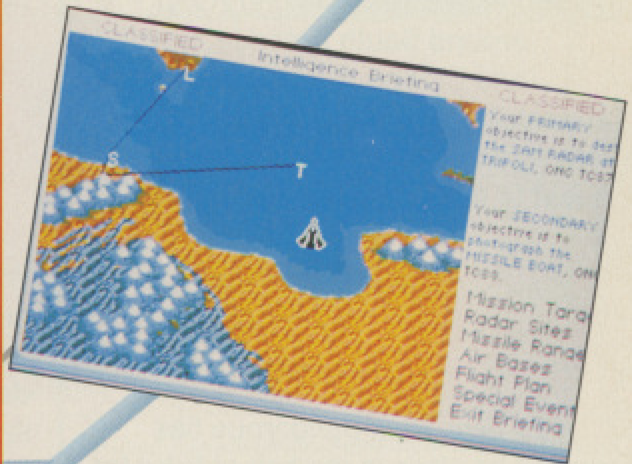


ACE	C&VG	C.U.	AMIGA FORMAT	ZZAP!
935	92 %	94 %	91 %	90 %



"F-19 is the business. It deals with state-of-the-art kit and is a state-of-the-art sim. *Stealth* is the most complete flight sim yet in terms of gameplay. It's as if the plane was built for a game." **Amiga Format** Nov 90

"This definitely has to be one of the best, if not THE greatest flight sim out !" **C.&V.G.** Oct 90



F-19 Stealth Fighter justified the reviewers praise by soaring to the top of the Gallup charts. This is one fighter that they can't keep under wraps. If you're looking for *the* best flight simulator available this Christmas, don't rely on radar. Rely on MicroProse.

Other great games of 1990 include

Simulcra...Silent Service II
M1 Tank Platoon
International Soccer Challenge
Pirates... Red Storm Rising
Railroad Tycoon...Tower of Babel
Fire & Brimstone

Coming from MicroProse in 1991

Midwinter II
Gunship 2000....Darklands
Knights of the Sky
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Starlord....F 15 Strike Eagle II
Grand Prix.....Betrayal
and many, many more.

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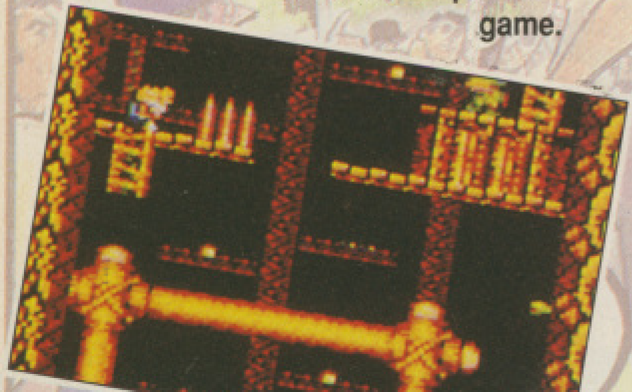
RICK DANGEROUS 2

Rick Dangerous shot to stardom in his first romp around South America, Egypt and Europe. Finding earthly adventure not enough, he shoots off into space in Rick II, continuing his quest to overcome the Fat Man.

Did the reviewers welcome Rick returning "in a Flash" ? You bet your life on it....

"By now, Rick Dangerous has earned its place in the hall of fame for classic platform games, but just when everyone was taking it for granted, along comes the sequel - and its even better than the original. The graphics have been polished up, the sound effects are funnier and the gameplay is more fluid and enjoyable. With a little thought all the puzzles can be worked out (and some of the solutions are very strange!). Even if you haven't played the original game (where have you been ?) Rick Dangerous II is well worth a generous slab of any game-player's time. But a generous slab could have you sitting in front of your computer for days without rest. You have been warned....but buy it anyway." **Amiga Format** Nov 90

"*RD II* is a compulsive game.



When a trap catches you by surprise it's annoying, but frustration develops into determination and you'll keep on going until you beat the blasted thing. And if you do get stuck, the four levels (five, if you get that far), are different enough to make it almost like having four separate games." **Amstrad Action** Nov 90

"The gameplay is superb, involving and addictive. It is the sheer volume of challenge and entertainment in this game that makes it absolute corker." **Raze** Nov 90

AMSTRAD ACTION	RAZE	C&VG	AMIGA FORMAT	YOUR SINCLAIR	CRASH
97%	91%	90%	92%	90%	90%

Rick Dangerous is everyone's favourite original superhero - and he's planning to eat turtles for brekkie on Christmas Day.





Santa should be able to find these games in any good software store. He can find **MicroProse** at Unit 1, Hampton Rd Industrial Estate, Tetbury, Glos, or by telephone on 0666-504326.

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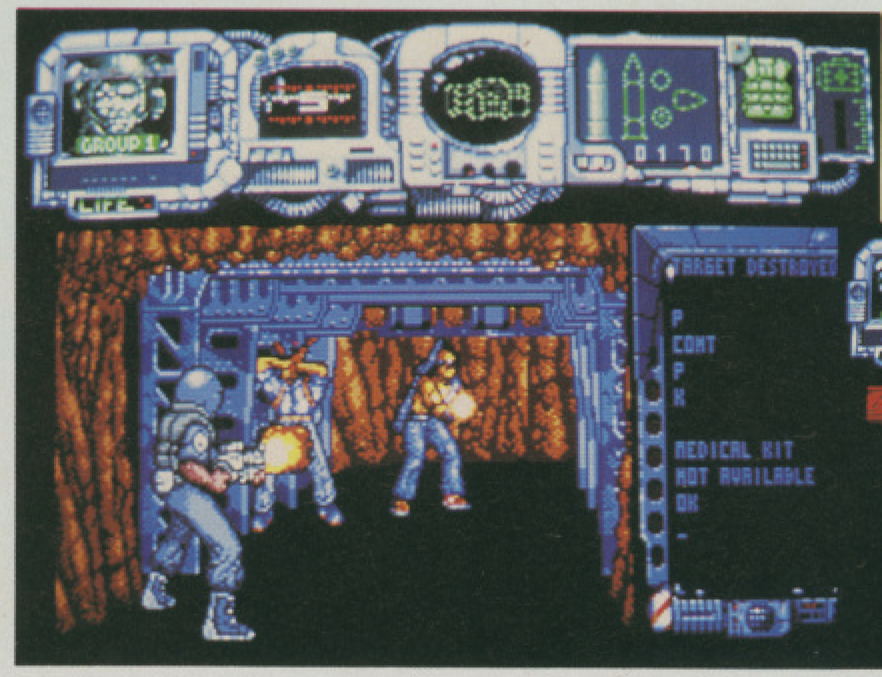
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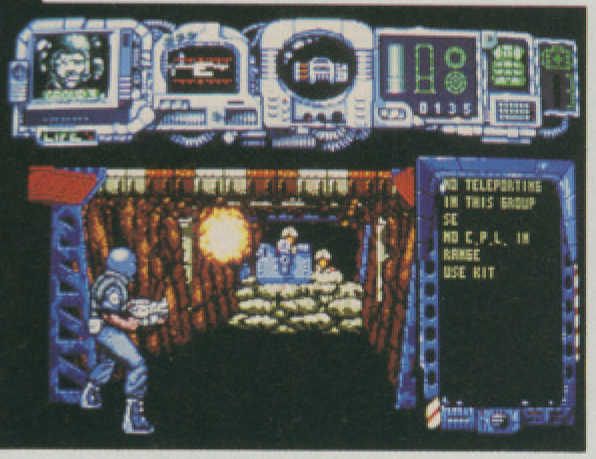
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You're not only up against men, but machines too. This is where your rocket launcher comes in handy.



You'll need to get out of the way fast if you haven't got any ammo. This means you're going to need to find an alternative route.

NARCO POLICE

Companies often try to work shoot 'em ups in with strategy – most of the time this fails. *Narco Police*, however, manages to combine the most popular styles of arcade game with a highly convincing strategy element.

The Narco Police, as the name suggests, are a drug enforcement unit. Equipped with state-of-the art weaponry, their purpose is to do battle with drug barons in the by now quite standard not-so-subtle manner.

To thwart the world drug problem once and for all, the NPs are planning to storm , via the tunnel network beneath it, the main drug cartel's island fortress. A twenty strong unit of heavily armed police are to infiltrate three of the five tunnels, which eventually lead to the main HQ.

The assault force is divided into three units of five men, with five units in reserve. Each unit uses computers to unlock doors, allowing the others to advance. It's impossible to control fifteen men simultaneously, so you command the lead character of one group, with the other units held in 'storage' until you access them.

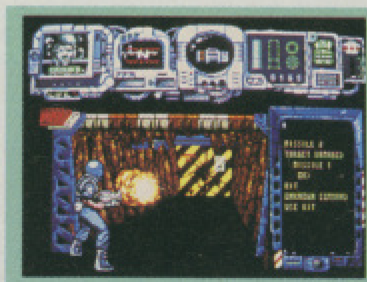
The tunnel graphics are built up in strips. This allows the screen to update smoothly with a good 3D effect. Used in *Afterburner* and *Powerdrift*, this technique has never been exploited to it's full potential. Alas, it's the same case here. This slows the game, which is a shame as speed would have made a good product exceptional. However, the graphics for the police are excellent. The large, well animated figure adds immensely to the overall effect of the game, as do the size of the enemy troops you face.

A third of the screen is taken up by the command computer. This is used to switch between units, or to check on personnel status, set explosives, use missiles or to call in reinforcements. Above the play area is a group of status windows. These outline the physical shape of the team member currently being controlled and tell you what type of ammo he's using.

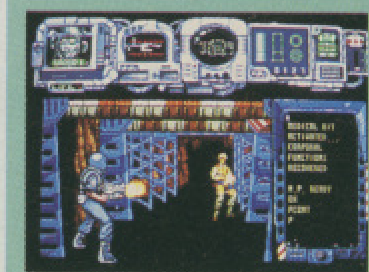
Don't worry if this sounds a bit stuffy, the arcade element is incredibly violent and fun.

Had *Narco Police* been slightly faster it would definitely been a screen star. As it stands it's an enjoyable, thinking person's, shoot 'em up.

Mark Patterson



Your exit is blocked. It's time to use the rockets on the door.



Luckily, each team member comes complete with a couple of hundred rounds of ammo.

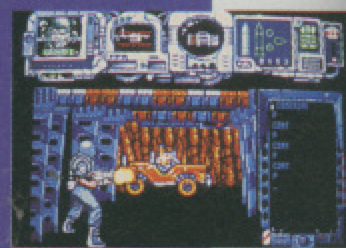


Before the game you need to arm all of your personnel.



There's five tunnels and only three teams, so you need to choose your options wisely.

Each Narco Policeman comes with a rocket launching machine gun that fires two types of bullets and three different missiles. Pulling back on the joystick swaps between bullet types, leading to accidental switches in the middle of fire fights and confusion, especially when you've run out of one type of bullet. To launch a missile a two digit command has to be entered on the NP's computer, a slow, and inconvenient system.



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ACE

- The implementation of Team Yankee is superb.
- The blend of thought and reflexes required to play Team Yankee is exactly right.



Team Yankee is designed to test your leadership and tactical skills to the quick. You can display in either **"quadrant mode"** where all four platoons may be controlled at once
or
Full-screen Mode where the display homes in on just one platoon.



You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.

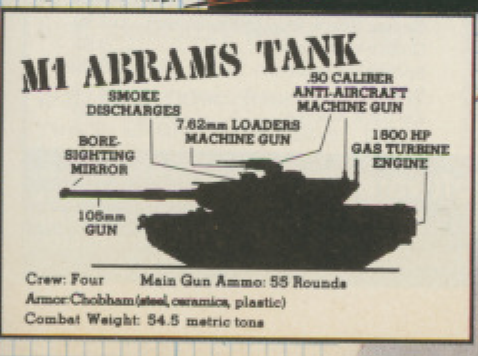


To the right of the compasses are five icons which represent the various types of **weaponry** available to the unit.

- **MACHINE GUN** - which is always available to the player and has an 'infinite' number of rounds.
- **SMOKE** - a smoke grenade which allows enemy vision to be obscured.
- **HEAT** - a high explosive anti-tank round
- **SABOT** - an armor-piercing tungsten shell
- **TOW** - a high-range anti-tank missile

The major capability on the quadrant map screen is to alter the movement and formation of any platoon. The whole of the map may be viewed at once, or you may zoom into any portion of the battlefield using the icons to the right of the map.





ST FORMAT

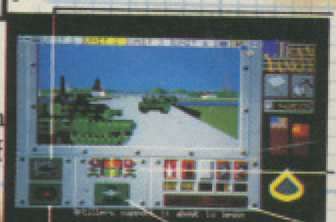
• Hunting the Red Bear has never been so much fun! • You just won't be able to tear yourself away from Team Yankee.

AMIGA ACTION

• The tanks have been superbly animated, with great attention to detail!
• This has to be a must for anyone.....!

STRATEGY PLUS

• This is a game and a half! • The use of four screens in one is simply brilliant - at times its almost like playing on four computers at once. • I find it hard to fault this game - I quickly found myself hooked on a genre of game which previously held no interst.



Engine smoke This will prove very useful in confusing your enemy if you find yourself in a tight corner.

Rotation icon and compass display.

Infra red (or thermal) **imaging** This feature is very useful for identifying vehicles camouflaged on the edge of forests. Contary to popular belief the thermal image is green and not red.

Zoom. When this icon is accessed the central portion of the screen is magnified by a factor of 10.

Laser range finder. The range finder will lock on to a reflective target if the firing cursor is placed directly over the object.



Wide formation icon. This increases the spacing between vehicles in your platoon to 100 metres.

Narrow formation icon. This reduces the inter-vehicle spacing in your platoon to 50 metres.

Vee. a vee formation.

Echelon left - places your vehicles on a right to left diagonal relative to your direction.

Wedge - places your vehicles in a wedge formation.

Scroll icon: The four arrows underneath the ETA display allow you to scroll your map in any of the four directions.

Dead Stop icon. This red icon, causes your platoon to come to a dead halt when clicked.

In line - places your vehicles in a line abreast relative to your direction.

Column - places your vehicles in a line ahead relative to your direction.

Echelon right - places your vehicles on a left to right diagonal relative to your direction.

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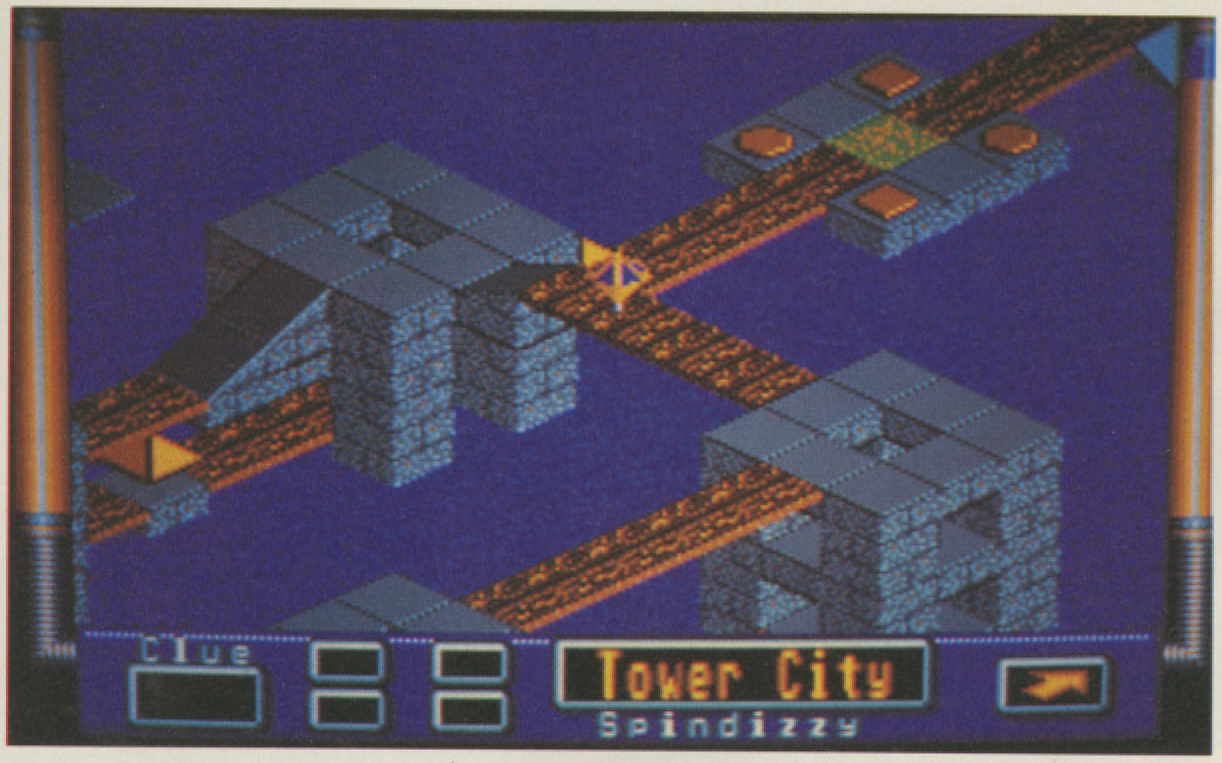
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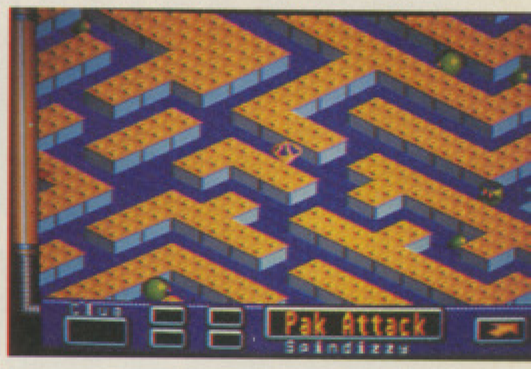
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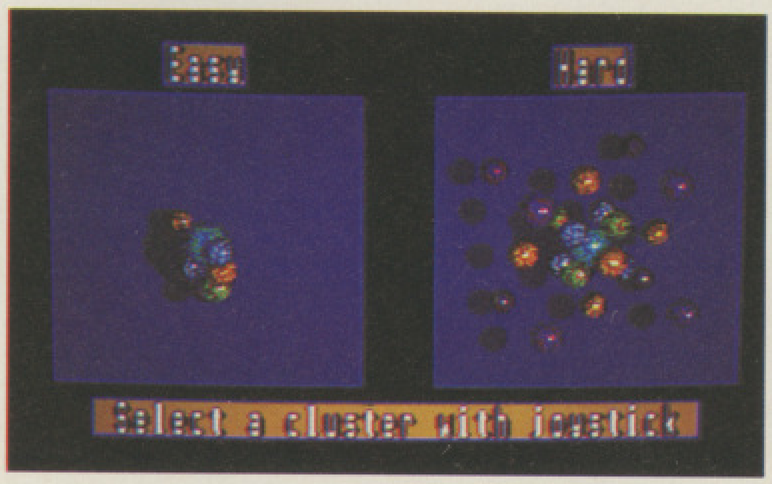
The further you get into the game, the more tortuous the routes get. Seen here is the Pac World and its harmless ghosts inhabitants. On later stages, though, things get a lot worse...

SPINDIZZY - NEW WORLDS

The life of a cartographer is never easy, but by far the hardest working member of this profession is GERALD, the crystalline star of one of the best 8-bit games ever, *Spindizzy*, and this improved Amiga version. GERALD first appeared on the Amstrad CPC series a few years back, and the game was a variant on the then popular *Marble Madness* theme. Controlling GERALD, you were given the arduous task of entering each of the game's 500+ screens, and logging them whilst also keeping an eye out for the bonus diamonds which were just ripe for stealing. However, the task was set against a strict time-limit, and every time GERALD came into contact with the enemy creatures that inhabited the strange 3D landscape, he would lose valuable seconds. Likewise, should our accidentally lose his balance and slip off a precarious ledge, more time would be lost. For its time, Spindizzy was – if you'll excuse the pun – revolutionary, and now, four or more years after its release, Paul Shirley has come up with a sequel of sorts.



Before you begin, you are offered the choice of two systems to explore. The first allows you to get used to the strange terrain and switches, whilst the second is the full-blown land, with worlds, such as Pac World, Ice World, and cities of lush vegetation awaiting our hero.



Basically, these new *Spindizzy* worlds are tougher versions than those of the 8-bit game. First time round, for instance, GERALD had to solve tricky puzzles by rolling over floor switches in a certain order, and in this version the traps play a bigger part than before. GERALD is once again out to collect as many diamonds as possible, and you have to guide him through the 185 stages that make up the strange isometric worlds whilst avoiding the energy-sapping hazards and pitfalls that get in the way. Each world is based on certain themes, and you are eased into the game thanks to the addition of a few trainer screens that allow you to get used to its many new hazards. For instance, as well as the ice traps and water hazards that appeared in the original, the new worlds house squares that will take you in a set direction and others that lead into special bonus screens, so rather than being thrown in at the deep end, a clue box below the main area advises you of ➢

SPINDIZZY
- NEW WORLDS

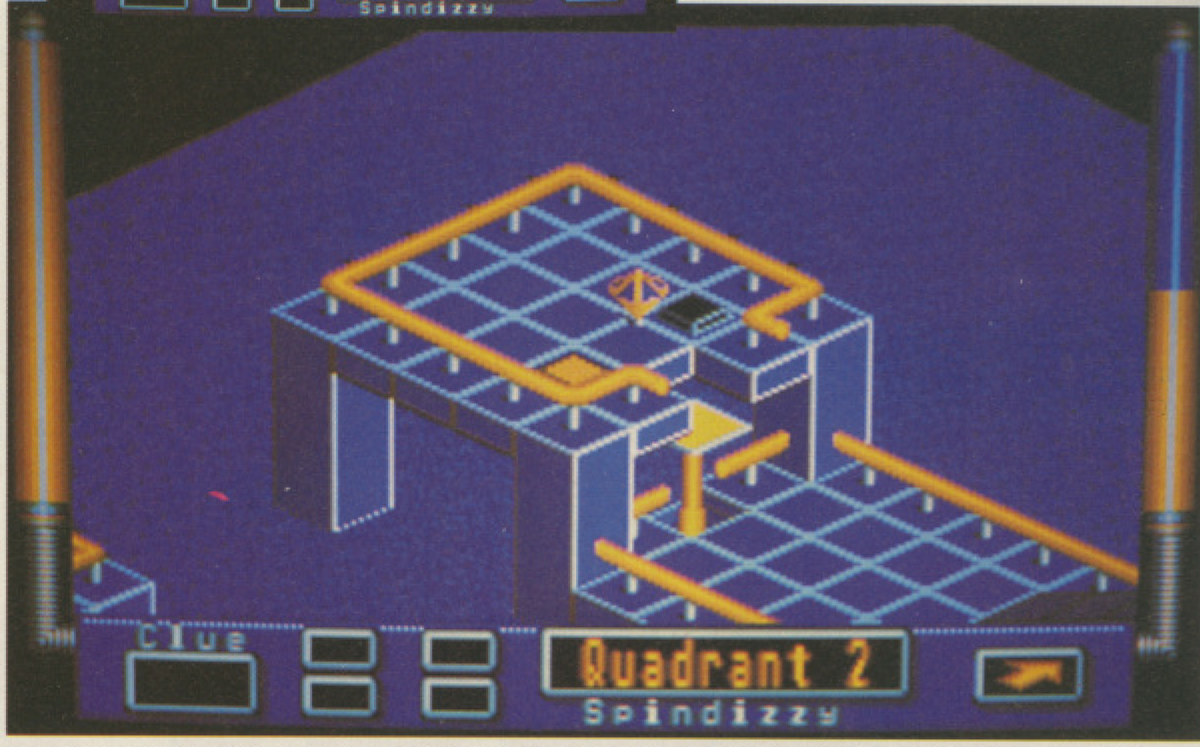
➢ how to solve specific problems.

Apart from the usual directional controls, GERALD can be made to jump over ramps by giving him sufficient run up to get to the other side. Likewise, the useful brake system of the first game stops him in his tracks with a press of the space bar, only this time round it doesn't deplete his already limited energy every time it is used. In fact, pretty much all of the original's nice touches have been retained, such as the ability to choose which angle the action is viewed from, but GERALD no longer has the ability to change his shape into a ball or gyroscope. Finally, providing you can find it, Mr. Shirley has included a construction set which allows you to add a further 350 screens to the existing 185.

Anyone who still remembers the original *Spindizzy* will instantly feel at home with this updated sequel. Graphically, the game is reminiscent of *Marble Madness*, and there are a number of neat touches on the later worlds, such as a *Pac World* (complete with pursuing ghosts!) and assorted pillars and castles. These add to what is already a good looking game, and the bright colours and detailed backdrops are complemented by some of the smoothest multi-directional scrolling the Amiga has seen. Everything about the game is geared towards user-friendliness, from the tutorial mode to the option to scroll the lay-out slightly to see what's coming. But that said, and despite its many worlds, I do doubt whether many people could be bothered to keep on playing it to the end. Although there is a lot of variety between each world, the tasks remain basically the same – no matter how tortuous it is to reach the elusive gems – and boredom could soon set in. It is because of this that I cannot award *Spindizzy New Worlds* a Screen Star, but even so it proves a pleasant diversion from the usual array of shoot'em-ups and coin-op conversions.

Steve Merrett

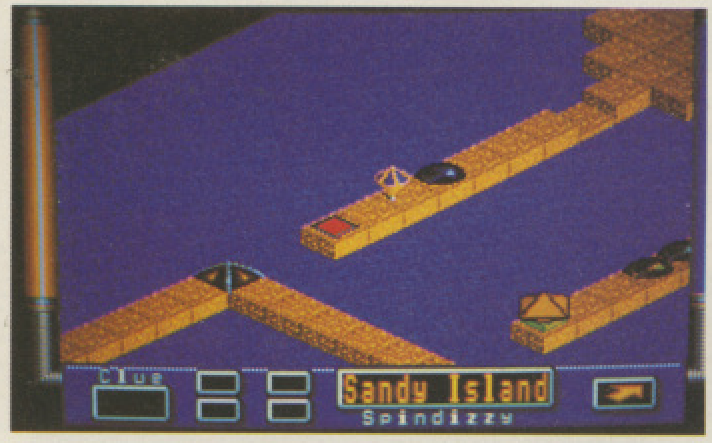




Two methods of getting from place to place are jumping and taking the lift. The former is achieved by taking a long run up and simply flying over the troublesome gap, whilst the latter is a little more complicated and involves the manipulation of switches to activate the lift.



GERALD's progress is hindered by seemingly impassable gaps. These, however, can be covered by selectively using the multi-coloured switches that punctuate the play area.



Our crystalline hero is a speedy little chap, and features a variety of useful controls. Pressing space, for instance, stops him in his tracks, whilst pressing fire accelerates him up steep hills.



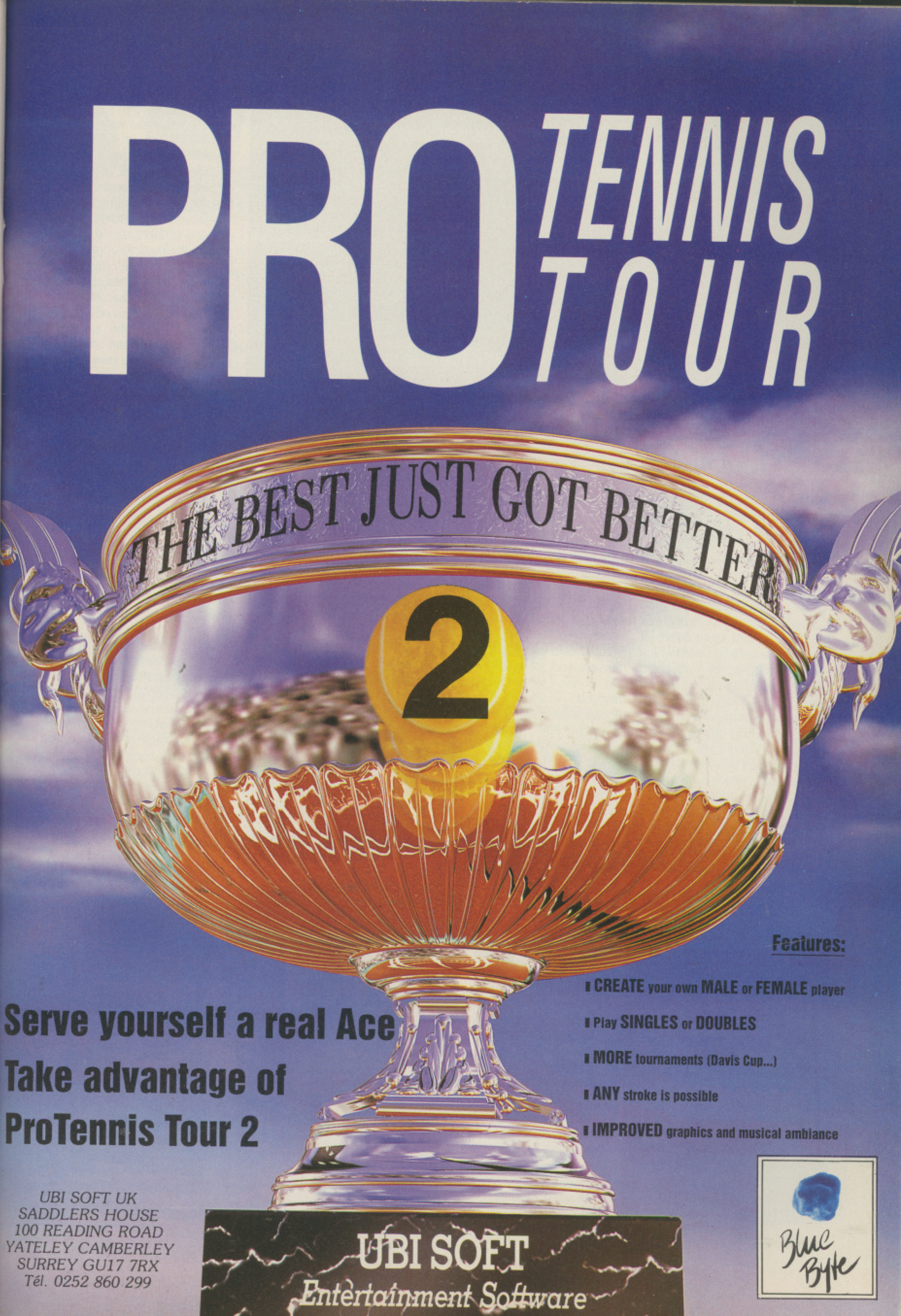
AMIGA SPEC

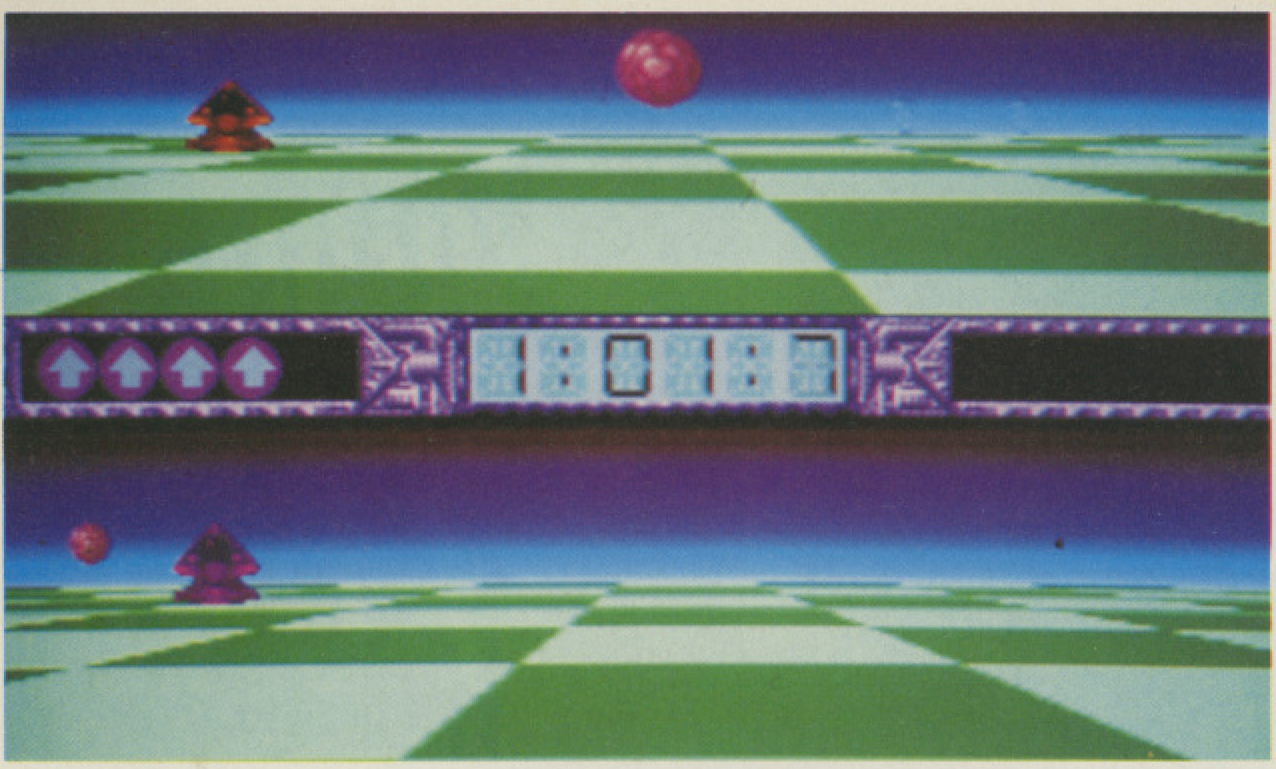
MEMORY REQUIRED	512K
SCROLL SPEED	10
COLLISION DETECTION	7
COLOURS ON SCREEN	8
LEVELS	185
DIFFICULTY LEVEL	9
HOURS TO COMPLETE	WEEKS
NUMBER OF PLAYERS	1
GRAPHICS STYLE	ISOMETRIC 3D WITH SMOOTH SCROLLING AND THE ABILITY TO PAN AROUND THE PLAY AREA
SOUND	A NICE INTRO TUNE AND EFFECTS BUT NOTHING TO SPEAK OF.

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GRAPHICS	83%
SOUND	70%
LASTABILITY	88%
PLAYABILITY	82%
OVERALL	**81%**


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MASTERBLAZER

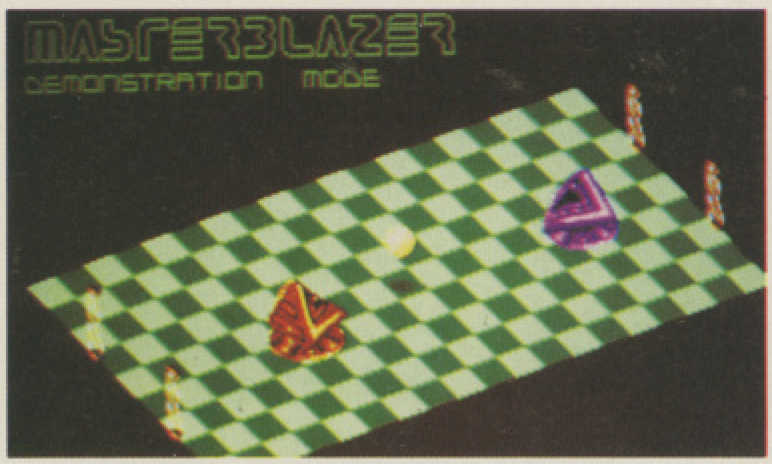
Before they entered, and subsequently mastered, the world of 'point and click' adventures, in 1984 Lucasfilm started to build their reputation with a quartet of unusual arcade games which were distributed by Activision. Three out of the four games were revolutionary in so much that they used fractals to depict the ever-shifting backdrops, but by far the most playable of these early releases was *Ballblazer*, a futuresport which could be played by one or two players.

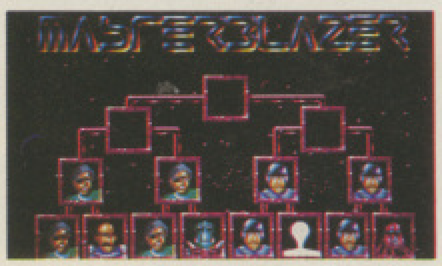
Played on a chequered pitch, *Ballblazer* was a simple one-on-one affair in which two players must attempt to gain possession of a plasma ball and fire it into their opponent's moving goal. To do this, both players are seated within an extremely manoeuvrable craft called a Rotofoil, and you can gain possession and shoot the ball by use of the 'foil's surrounding magnetic field which is used to attract and repel the ball for shooting and tackling. The action is viewed using a split screen system, with the top half of the screen viewing the action from within your Rotofoil, whilst the bottom half shows the view from your opponent's craft. In all, up to ten goals must be scored before the match's time-limit expires, and success results in a victory for you and instant death for your opponent.

Well, thanks to those resourceful guys at Rainbow Arts, no longer are Amiga owners neglected of the game that made C64 owners gloat with pride. Licenced from Lucasfilm, Rainbow Arts have taken the basic theme of *Ballblazer* and added new features and generally tarted up its appearance, retitling it *Masterblazer* in the process. All the basic gameplay features have been faithfully recreated, and there are still nine computer-controlled opponents to work your way through, but the action is significantly faster, adding speed to an already fast game. The main enhancement, though, is the inclusion of a tournament, which allows you to compete for the coveted *Masterblazer* trophy by making your way through a number of sudden death rounds.

It was a real pleasure seeing an old favourite like *Ballblazer* updated and improved – especially since all the original's features have been improved and added to. The new tournament adds to the game's lasting appeal, whilst presentation has also been improved with a nice tutorial option explaining the game's intricacies. These improvements also extend to the graphics which are detailed without sacrificing speed – a problem that could have wrecked this conversion. That said, I was a massive fan of the original, and have been looking forward to the Amiga conversion for ages, and must concede that *Masterblazer* probably won't appeal to all tastes. The action can be a tad repetitive, but as far as I'm concerned this is an incredible blast from the past that should be seen as soon as possible.

Steve Merrett

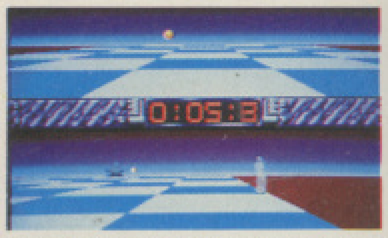




Among the new updates added to Masterblazer, are a tutorial mode which explains the game's basics, and a new league system which allows up to eight human players to compete in a tournament.

THE LUCASFILM CONNECTION

In 1983, various computer mags were raving about a new American import called *Behind Jagged Lines*. Written by a sub-division of the Lucasfilm movie company, the game involved rescuing trapped pilots from the surface of a fractal-generated planet. Its novel gameplay and unique graphics won it a lot of fans, but it wasn't to be released over here until a year later, this time under the name *Rescue From Fractalus* to hype up the graphics system. Following it came *Koronis Rift* and *The Eidolon* which involved scavenging a planet's surface for scrap and exploring a diseased mind respectively. These games, despite their sedate gameplay, were instant hits, and it seems likely that Rainbow Arts will be updating them for the Amiga. If they do, and manage to speed them up like they have with *Masterblazer*, these could be ones to watch.



By way of a breather, there is a race mode for speedy players.

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SOUND	77%
LASTABILITY	72%
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ARCADES

If it's November and New Orleans, then it must be AMOA '90, the All-American Machine Operators Association, and time to preview all the major arcade units that are world-bound next year. And what did John Cook discover? They were all on freeplay. . .

AMERICAN FRIES AND CHIPS

For three days, eight hours a day, you can play video games and more video games – for absolutely nothing whatsoever. It's a terrible job, but someone's got to do it. . .

Just in case you didn't know it, coin-ops are big business – estimates for last year's revenue alone came to about £1.6 Billion pounds, with pinball coming a close second with £1.2 Billion zooming its way down the coin slots.

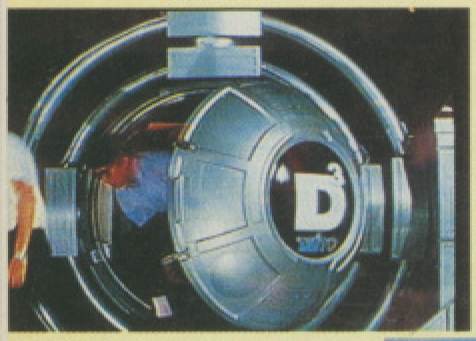
Pride of place and the unit that aroused most interest was Atari Games follow-up to the mega-hit **Hard Drivin'**, called **Race Drivin'**.

Atari's **Pit Fighter** with its digitised graphics also made something of an impression – as did another newie on show called **Shuuz.** Horseshoe throwing, with trakballs, does sounds a bit dull, but nonetheless, it proved to be diverting.

Best driving game, however, was certainly Jaleco's **Cisco Heat**, reviewed here last month. Fast and furious, it passed the acid test of cynical arcade players – we were queuing up to get on the thing!

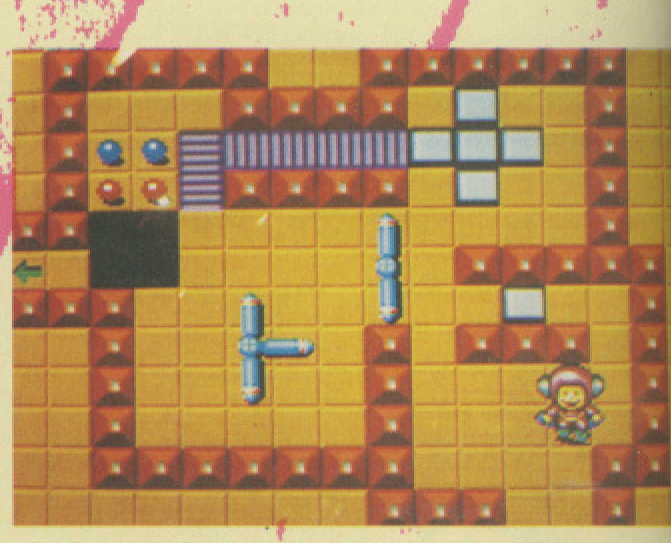
Those **Double Dragons** are back again for the third time, now aptly named, as you can buy yourself a 'Double' to help thwart the opposition as you travel around the world in search of the Rosetta Stone. Joint honours for best beat-em up went to the beautifully surreal **Brute Force** from Leyland, and the well executed boxing game, **Punch-Out**, from Fabtek. The former used small, but very well animated sprites, to good effect, while the latter went over the top in the opposite direction, with a huge top down view of the ring.

Mow-em-downs look like

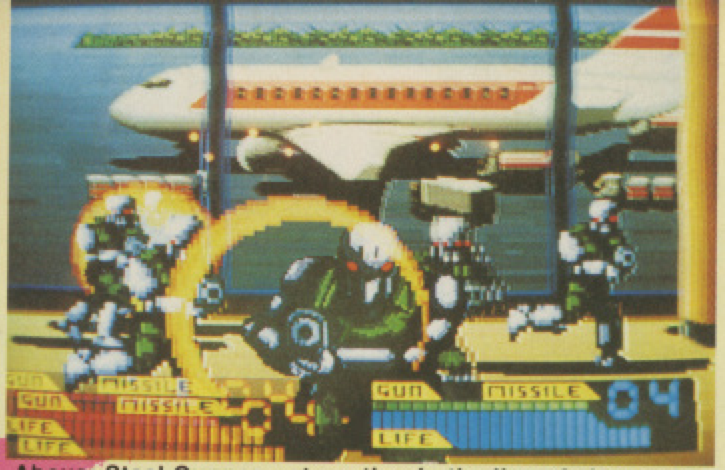


Left: 'Stop the world, I'm going to throw up,' announces one of the testers (in Japanese, of course) as he steps out of Taito's gut-wrenching *Infinity* coin-op. *Below:* What the unlucky tester was looking at as he was thrown around 360°.



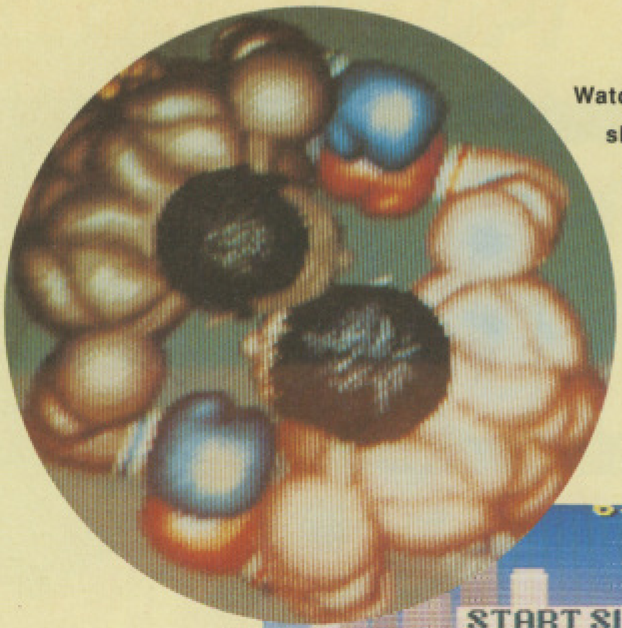


Air Sammy's *Pushman*, an addictive puzzle game, requires a bit of the ol' grey matter.



Above: Steel Gunner, yet another in the line of electronic massacres – this time Namco is the perpetrator. . . .
Below: Double Dragon 3 – the fight goes on, and this time you can buy a "double" in your quest to thwart evil. . . .





Watch the big sprites slug it out. . . Best beat 'em ups were Brute force from Leyland, and Punch-Out from Fabtek.This is one's from the runner-up, Pound for Pound. . . .



Jaleco's Cisco Heat – the best driving game at AMOA, says John. Blast your way through San Francisco, sirens blaring!!

they're coming back – if indeed those tiresome games ever went away. Sega weigh in with **Ghost Hunters**, Namco with **Steel Gunner** and Taito with **Space Gun** – none of which would go down too well at a 'Nam Vets local. Still, someone must keep playing 'em as they keep making 'em.

There were shoot 'em ups-aplenty. **Carrier Airwing** was Capcom's contribution and while better than **UN Squadron**, it's still direly unoriginal. I preferred **Strato Fighter,** the excellent alien basher from Tecmo.

How about playing **Space Invaders** again? Taito now give you that golden opportunity in a thing called the **Magnificent 12**, just as Romstar want you to play **Arkaniod** in the form of **Thunder and Lightning.** Hit us with that time warp, man.

And then there was a couple of weird ones – **Escape Kids** from Taito, which races wacky athletes against each other and **Ataxx** from the Leyland Corp – a sort of **Othello** variant. I couldn't see this being too popular on the Southend seafront.

Finally puzzle games. Everyone wants another **Tetris** – from the punters who want another fix, to the accountants whose wheelbarrows need filling up with more dosh. As it happens, some puzzle games are, well, shall we say strongly 'artistically inspired' by **Tetris**, not the least **Puzzled** which appears on SNK's Neo-Geo and **Mosaic** by a small company called Space.

Air-Sammy, previously into frantic shoot 'em ups, has launched a passable puzzler called **Pushman** (the name says it all), but the best came from the Hot B Co Ltd (yes, really) – a game called **Palamedies**. A cross between **Block Hole** and **Poker Dice**, if there's any justice, it is certain to make it in the arcades.

As for pinball machines, the designer of Williams' **Elvira** excelled himself with the newie **Dr Dude** and Bally came up with **Riverboat**, a complex table that played very well indeed. But it was Data East's **Simpsons** that got the crowds lining up – if only to have photos taken with Bart, who made a rare personal appearance.

But we took a look at the future of computer games with a video show from Taito. Heard of Sega's **360°**, which straps you in and rolls you around and upside down as you play games? Well, Taito aren't going to be left out in the race to get you to regurgitate your eggs, ham and fried



bread over your knees. . .

Two players are strapped into this globe, called **Infinity**, and thrown about in synchrony to a video tape of rollercoasters, motorbike rides, and so forth. Maybe this trend means that next year, they'll be handing out plastic bibs at the door? Stranger things than this have happened. . . . .

Horse Shoe throwing comes to the arcades in the unlikely form of *Shuuz*. This original coin-op proved to be highly entertaining and with a President who reckons he's a bit hot when it comes to throwing the ol' iron, it's not really that surprising to see the sport making its digital appearance.







Above: If you got a bit tired of all the freeplay machines on offer at the convention you could always take a trip on the Creole Queen, one of the few remaining paddle steamers that operate from the port.
Above Right: The New Orleans convention centre vibrated to the electronic beeps of hundreds of new coin-ops.

ARCADES



The Atari stand was decked out with freeplay coin-ops of its latest winner, *Race Drivin'*. Watch for this one in your local arcade in the new year.

RACE DRIVIN' – ATARI GAMES

The long awaited follow-up to **Hard Drivin'**, which, remarkably, is still in production over a year after launch, is **Race Drivin'**. And **Race Drivin'** is – well – **Hard Drivin'** with frills.

There are extras, to be sure, but there isn't much that's new to the game. I guess this is good news; if you were stunningly good at **Hard Drivin'**, then you'll soar up the learning curve getting into this one. But be warned – it's a bit more difficult than before.

Drive around the original track, the Autocross track, or the Super Stunt track. The claim is that it's either one or two-player, but that is a little deceiving, as the gameplay isn't simultaneous. Player One has a go and the unit records his progress in memory. While Player Two thrashes away, an outline of Player One's car's movement is played back. You also get to choose between three types of car, although only the original Sportster can be selected with automatic transmission.

Atari says that the hardware has been upgraded, along with the software - but the improvement didn't seem that marked. You do get hills this time, very steep ones at that, usually followed by hairpin turns.

There's no denying, however, that the Super Stunt track is one hell of a challenge for the seasoned gamer with some mind bogglingly difficult stunts to perform. How about trying the corkscrew? And the split loops. Silly – but maybe if I had one more go.....

At the end of the day **Race Drivin'** is more of the same – but the well-modelled dynamics and the positive feedback you get from the steering wheel of the unit, make it the best car simulator in the arcades right now. If only the authors could get in touch with the team that did the 3-D polygons for **Winning Run** – now that would be a game worthy of the pole position.

John Cook

ATARI	
"Similar to Hard Drivin' but even harder to win"	
SOUND	84%
GRAPHICS	86%
PLAYABILITY	82%
CONVERTABILITY	85%
OVERALL	**84%**



Above: This looks tough. You're faced with a steep decent followed by a difficult hairpin bend and then a long open stretch of road. It's best not to build up too much speed at first so you can take the hairpin at 50. Negotiate that successfully and you can then put your foot down.





Put your foot on the floor and race away with Atari's *Race Drivin'* that aroused most interest at the show. Atari hope this arcade machine will be just as successful as its illustrious predecessor, *Hard Drivin'*.

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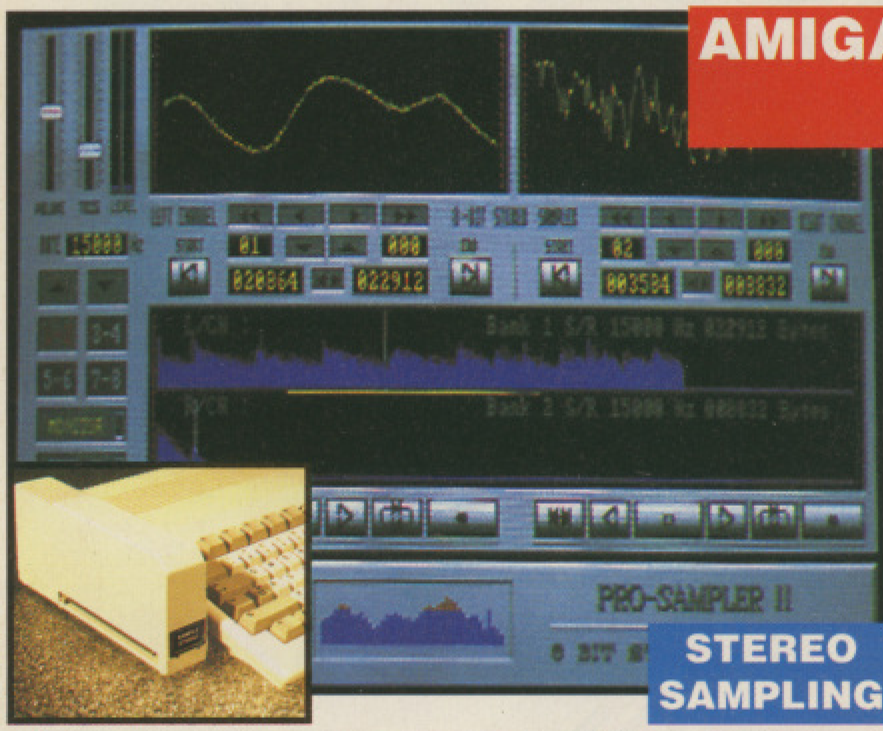
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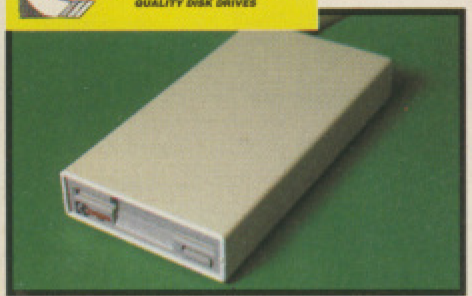
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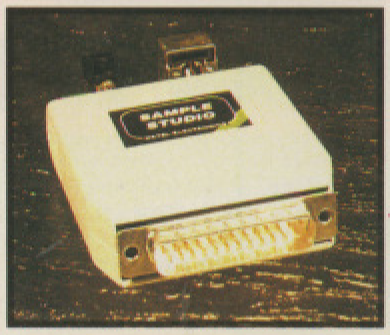
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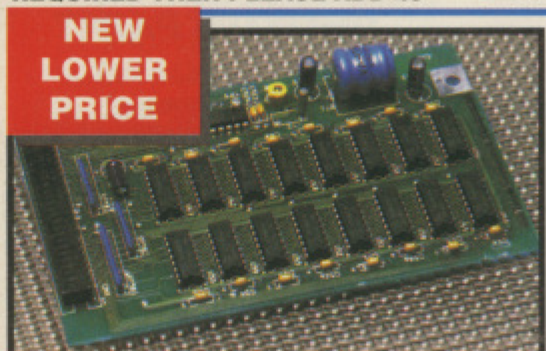


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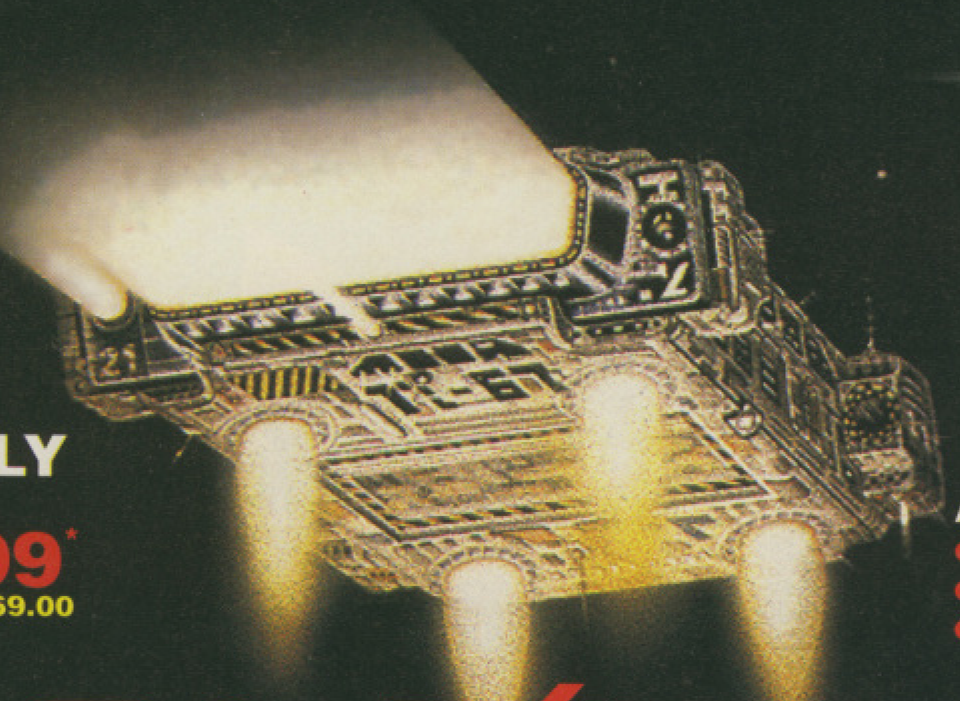
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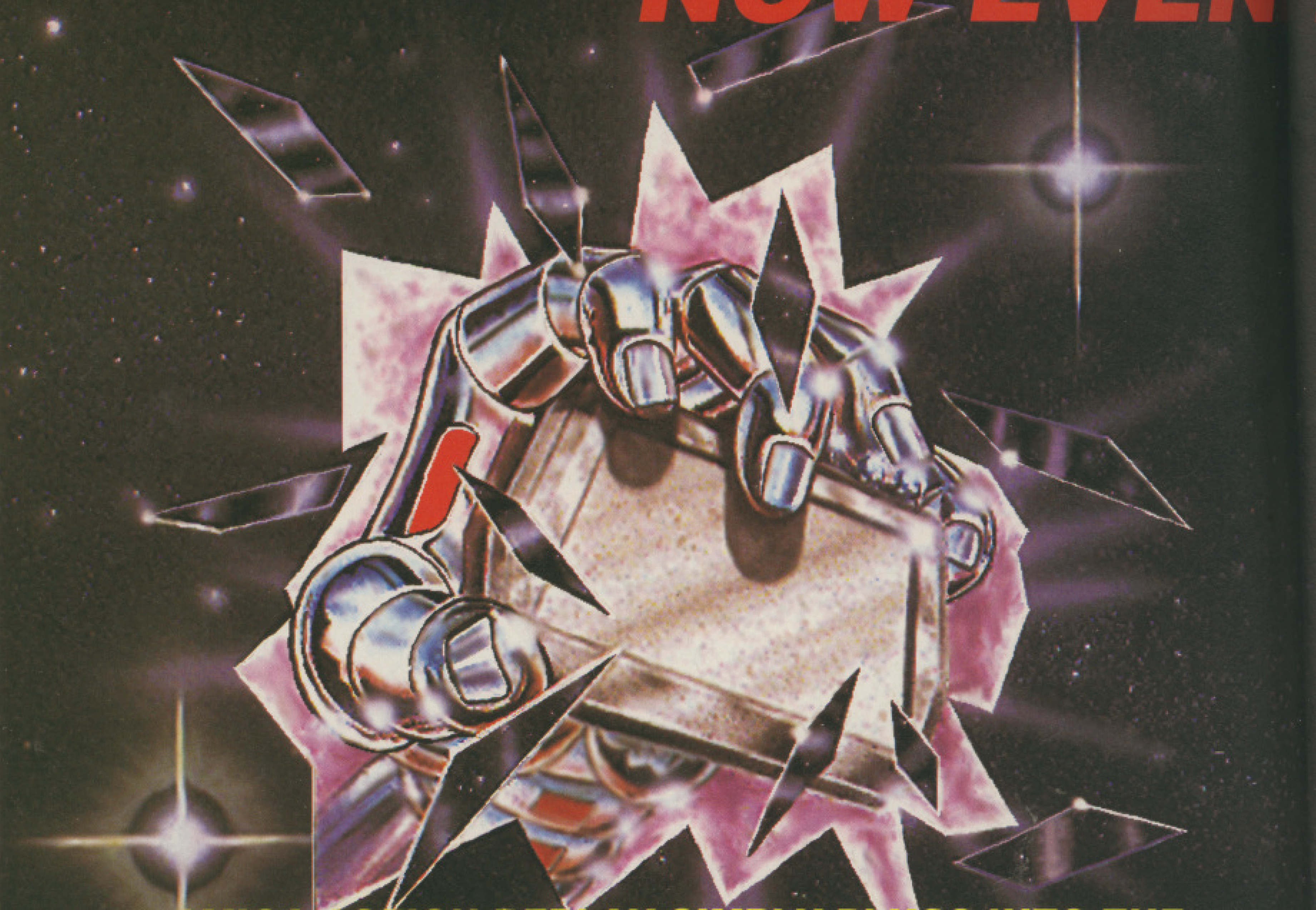
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Matt Regan straps on his jetpack and de rigeur regulation space suit and offers some handy hints on SSI's Buck Rogers RPG.



The deserted spaceship looms threateningly in front of your tug. Exploring it is worthwhile, but not for the fainthearted. Prepare for the unexpected!





Defense robots are tough opponents. Use laser pistols from a distance as they cannot move fast and will be unable to stop you.

If you don't like the icons used for the heroes you can change their representation from the selection screen.



Here's a guide to the first few situations you'll come across in the game. But first, some general hints that apply throughout the adventure.

The first major problem with this superior SSI game is installing it onto three floppy disks. However, if you read the Amiga Data Card and persevere, you should struggle through. Also remember to format a floppy for saves! The pre-generated party is well balanced, and a good choice for beginners, as it contains all the major classes and races. Once you've played for a while, you might find these characters somewhat limiting, so have a stab at creating your own. Another thing to bear in mind is the difficulty level. It's tempting to set it at Novice level, but this really does make the game too easy. Cadet level is a good choice at first, but even this can fail to provide enough of a challenge once you're used to the game.

Another point to bear in mind is that the weaker members of the party must be kept away from danger as much as possible during combat – they die very quickly, and the last thing you need is for your medic to be unconscious! Advance your warriors towards the baddies to draw fire, and don't hesitate to use NEO forces under your command as cannon-fodder – they disappear after combat, so make hay while the sun shines (or something)!

Watch for the characters' names to go purple; this means they can go up a level. Unfortunately, this can only be accomplished in a space station, but with any luck your characters will be ready to advance once they've saved the Earth base.





It's difficult to avoid a fight or two on the roof at the beginning of the game. But providing you space out your party you should easily win – and, just as importantly, gain booty! Be careful to distribute the goodies in an intelligent way: give your main warriors the laser pistols (they cause 1-8 points of damage, instead of 1-4), and the smart-suits (they give +2 to armour class) before the others get them.

Once inside the complex, head east to get to the control room. After a vicious fight (watch out for the RAM forces behind you), the technician will throw a grenade in an attempt to destroy the missile controls. Nominate the character with the most hit points to leap on to the grenade to protect the controls. He or she should survive easily, and all the injuries will be healed.



Victory is its own reward, but don't neglect the booty – it can be sold to raise cash.





Buck Rogers, the impetus for the rebellion. You'll have to prove yourself a hero before you can meet him.

Once at the spacestation, take advantage of the facilities. The bar can be a useful source of information and rumours, and the medics will heal any wounds sustained by the party. Go to the shop to purchase new weapons and better armour, as well as stocking up on ammo. This is the time to sell all the spare weapons – such as laser pistols and bolt guns – and armour the party has accumulated from earlier fights. Use the money wisely before reporting to HQ to get orders and a shuttle for exploring.

The deserted spaceship should be your first port of call whilst scavenging for debris. Make a map if you want, but at least keep a record of the floors you've explored – to avoid repetition and needless fights. The enemies on this ship are a lot tougher than those on Earth! Make sure you keep a note of all Log Book entries you come across, as they're crucial to successfully completing this section.

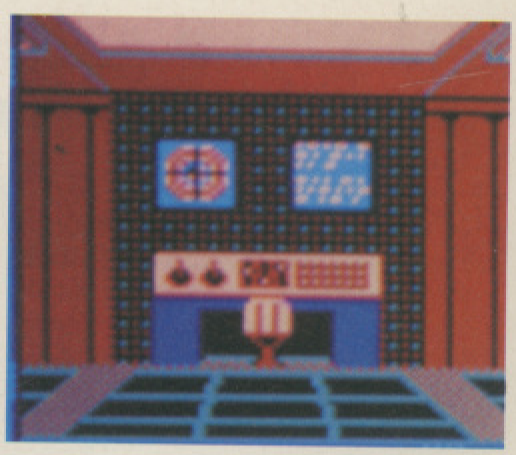




After your first fight with the Gennies, some of your characters will develop rashes and itches. Try to avoid letting the Gennies infect too many of the party, but don't panic – even when your characters fall into a coma! Again, keeping the distance between the team and the creatures will help to minimise damage.

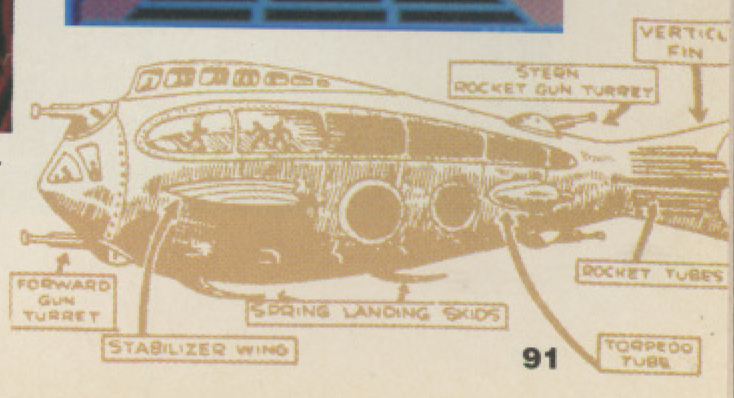


In order to heal comatose characters, try to locate the sickbay. Here's a helpful hint: it's on level 6, so use the ladders and airshafts to get there as quickly as possible. Once you've found it, request the major surgery from the robot surgeons and input the number. DON'T give them the number of the doctor – he's dead, and the robots know it. Instead, a number found in a Log Book entry from the first floor will be acceptable to the doctors.





Once on the spaceship, the team is confronted by a ghostly, hideous apparition. However, investigation soon reveals the reasons behind the vision, and helps explain the fate of the crew.



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HELPLINE

RESPONSES

LOST IN SPACE

Tommy Johansen was last heard of stuck in Vohaul's asteroid in Space Quest 2, with plenty of objects to help him, but no idea how to use them. Here's Chad Goulding from Boston, Lincs, to help out:

To go any further you need a basket, toilet paper, glass cutter, plunger, and lighter. Walk south from the entrance to the asteroid, and then turn left. Continue until a wall comes down in front of you, then go right and continue until another wall falls. When the floor starts to move, walk to the left wall and when the acid is nearly touching you, stick the plunger on the wall and hang on! The floor will return and then you can let go of the plunger. To avoid the robots that are after you, put the paper in the basket, light the basket, and set the paper alight. The emergency sprinklers will come on and get rid of the robots. Turn right and you will find yourself in Vohaul's chamber.

THE GRIM SECRET OF THE FOREST

There was more than one brave hero stuck in Faerytale Adventure back in October. Alan Godridge of Barnsley takes them through to the end of the game ...

When you have collected the gold statues from the Isle Of Sorcery, Seahold, Hemsath's Tomb, and Grimwood Forest, go to the temple of of the Sunstone, defeat the Knight Of Dreams, and take the Sunstone, which makes the Witch of Grimwood vulnerable to attack. Explore the forest until you find the secret tunnel that connects the pathways to the witch's castle. Use the Sunstone and kill her with the wand from the dragon's cave.

Take the golden lasso, make your way to the coast and call the turtle with the shell. Ride to Swan Isle and catch the golden swan with the lasso. Now fly to the Keep in the impassable mountains and rescue the Princess. You will automatically return to the Palace. The King will give you a writ to take to the Priest in Marheim. Talk to the Priest to receive the fifth gold statue.

The hidden city of Azal will now appear at the desert oasis where the beggar lives. Fly there and search for the rose which will protect you from the lava barriers. Make your way to the Necromancer's Castle, kill him with the wand, pick up the talisman, and sit back to watch the end sequence!

DYING TO GET IT RIGHT

Demon's Tomb is an unusual adventure, in which the death of the player is inevitable in the Prologue. However exactly what the player does before he dies is all important to the main part of the game that follows. Here Helen Goddard of Dagenham recounts how she spent the last few minutes of her life ...

Right at the beginning of the Prologue, switch off the torch, get the bag, go north, throw the bag through the hole, drop the torch and go east. Get the plaque, go west and west again, open the coffin and put the plaque in it, go east and get the bucket and torch, and then go north. Get the biro and bag, go south and west, put the notebook in the bag and tie a knot in it. Finally, put the bag in the bucket, and put it all in the coffin. Close the lid, lie down, and point to the coffin whilst awaiting your death!

These instructions enable you to get the items into a safe place from the fire, and leave a clue to Richard as to where he should start looking for clues when the game proper starts.

A CRUMB OF COMFORT

Here's not a lot of help for Drakhen player Klaus Conrad, from Marcus Elliott of Bristol:

I can only answer one very small part of Klaus' letter. Firstly, the forcefield to the prisoner's castle will not budge – I have tried everything I have not tried to get into the pyramid (I am mastering each terrain slowly) although I suspect he may have the same problem with the ice palace. Certain places will only let you in if you have already completed the problems before. If you have not gone to the third castle (the one in the marshlands with the 'helpful' drawbridge) then you cannot go into the palace.

A GOLDEN OPENING

Leighton Williams has been desperately trying to get to the other side of the golden door on the eighth floor of the casino in Leisure Suit Larry 1. Here is Nigel Parker of Basingstoke to open it:

You need the bottle of pills from the east window on the top floor of Lefty's bar. Go to see Faith at her desk on the eighth floor, look at her, and give her the pills. She will rush off on an urgent need, which leaves you to examine the desk and press the button there! I won't tell you any more as I'm sure you'll enjoy it more for not knowing!

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.** If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

WHATEVER HAPPENED TO MARIE?

In November, Kenneth Larsen was itching to speak up about the abduction of Marie in Police Quest II. Trouble was, he didn't have a lead on the case. Here comes one, from Cem Baydar of Ankara

First you should phone Colby. (Did you go to the inn? Search there to find the phone number.) After that, make a call to the city police. Getting help from the police, now try to adjust your sights for the final! Finishing that, head for the airport, get a ticket, and fly. If you haven't enough money for the ticket let Keith phone Lytton Police.

BARD'S TALE 2

You only need two passwords to enter the Destiny Stone dungeon; Freeze and Please. Each password must be entered on a separate line. So press return after 'Freeze' and again after 'Please'.

Once beyond a certain point, you cannot return. You have to proceed forward through succeeding levels to the snare.

Mr J W Glover, Dronfield

FUTURE WARS

To rescue the King's daughter you first have to enter the monastery.

The items you have to find there are a magnetic card which you use to get the remote control unit which is used in the wine store to open the passage.

Mr E Calcasola

LOST PATROL

The main problem is keeping strength and morale levels up. The best way to do this is to rest for fifty minutes each time your men get tired.

At the end of the day when it's time to dig in for the night, rest your men in fifty minute stages. This might take a while but it greatly increases strength and moral levels.

Make sure you change your scout regularly because this drains a lot of strength, especially after a hand to hand combat encounter.

Dave Firman, Hemel Hempstead

DIZZY

To get the fire proof suit go to the very top of the tree house and jump off the right. Walk across the clouds until you find the pogo stick. Go back to the beach making sure you have the pogo stick and the rubber snorkel. Go into the water and stand at the notice on the second half of the wreck. Jump straight up. You will now be at the island in the sky and to the right is the fire-proof suit

Joseph Leiper, Aberdeen

ENQUIRIES

A FROSTY REPORT

≤yvind Adn≥y writes from Arendal in Norway to complain that Manhunter 2 'has a tendency to load and load', causing him to reset his machine. He is playing version 3.06. Has anyone else suffered this problem, and on what version? Meanwhile, ≤yvind has another problem, relating to Codename Iceman.

The captain says 'Report when depth attained'. But how? I've tried everything and I can't find any clue in the manual, either. Thanks for the best magazine ever to appear in my University! (F1)

A FISHY TAIL

Rosie Russell of Wakefield is getting fed up waiting for a mermaid!

Can anyone tell me how to get the mermaid to appear in King's Quest II? I have collected all of the items but now I can't get any further. (F2)

LIFTING THE VEIL

Not usually one to ask for help with an RPG, Matt Posey of Brandon in Suffolk says he admits to being stumped!

I can't seem to pass the part where there are two magical veils with a portcullis in between. You have to run very quickly through the first veil and into the space between, then repeat the process for the second veil. Is there something I'm missing? I've tried the other door with an iron key and a key of Ra, and even a Zo spell won't work. I would really appreciate some help. (F3)

X-OUT

Please could you send me a cheat for this brilliant, but extremely difficult game. Hurry, because I've only got one lock of hair left to pull out before I go mad.

Nathan Dyer (F4)

LOOM

I've been losing sleep over this game. Will someone please tell me how to get past the waterspout?

I've learnt that you can spin drafts backwards. but how do I get the necessary experience to spin drafts with higher notes?

I'd also like a cheat for Xenon II

Keir Livock (F5)

RUNNING MAN

Has anyone got a cheat for Running Man? I can kill the first stalker, but I can't get past Buzzsaw. I am also having trouble with Barbarian 2 from Palace. Any hints would be greatly appreciated.

Tim Streather (F6)

SUPREMACY

Supremacy is one of the best strategy wargames we have played, but we are having problems with the games speed. We find it hard to keep track of the ships. Is their anyway of slowing it down?

Dean Siford & Pete Bradley (F7)

PARADROID 90

I've recently bought the great new game 'Paradroid 90'. Unfortunately, I've been unable to get past the first level or kill many droids. Has anyone got a cheat for infinite lives or level skipping?

Sucha Singh Dhande (F9)

DRAGON'S BREATH

I have been playing Dragon's Breath for over a year now and always run out of money or my dragon dies. Could someone help me find pieces of the talisman and give me a cheat for infinite spells?

Neil Green (F10)

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PLAY TO

WIN

INTERACTION

THE BARD IS BACK!

The Bard's Tale series has been popular for a number of years now, and still the questions roll in!! Riddles are a feature of the series, and one of them is causing trouble right now!

● I am stuck on the last level of Bard's Tale 2, and don't know the answer to: 'The one of whom is great in fame, Restore to him his proper name.' I have tried every word I have found in the game, but nothing happens.

Roberto Campanello, Pordenone, Italy.

Keith's Response: I can't help with that one, Roberto, but for every riddle posed there is surely a CU Amiga reader who knows the answer! Take the case of Thor Rune Haugen from Hammerfest who was contemplating the riddle 'Lie with ???' in Bard's Tale 1 when we last heard from him:

● The seven words of the One God are: 'Lie with passion and be forever damned.' The riddle 'Past warscapes fought by men long dead ...' does not need need to be answered to complete the game.

Morten Svanes, Egersund, Norway

Keith's Response: See what I mean? And there's more ...

● In Bard's Tale 2 I have managed to get all the segments except the one on Level 5 in Dargoth's Tower. I have reached the snare, but I am very confused with all the messages I get there. And where do I learn the dreamspell (I know the letters to cast it: ZZGO)?

Kjetil Hjelen, Tomrefjord, Norway

Keith's Response: You can learn the spell on the first level of Destiny Stone, underneath the rock in Colosse. Meanwhile, what's this 'ere?

● I'm in the tomb of Valerian in Bard's Tale 3, and have put Islotha's heart and the water of life in the bowl of Valerian's chest, but I can't work out what else to do.

Please help!

Kieran Hutton, Queensland

Keith's Response: It's not a question of bringing him back to life. When you have put the heart in the cavity of Valerian's body and poured the Water Of Life onto it, the heart should start beating, and a secret door will be revealed. Go through it and look for the tomb with frescoes on the wall, and get the Bows and Arrows of Life. But hang on a bit, is BT3 out on the Amiga in your part of the world?

TROUBLE WITH TEXT

If the text adventure is dead in the market place, it is certainly alive and well in the home ...

● How can I open the sarcophagus in Infidel? I guess I should be putting something in its recesses, but what? And I do not know what to do with the stone slab with four holes in it.

I've come as far as going out in the sub with Tip, hunting the shark, in Seastalker. But I can't find it! How can I track it down?

I am unable to tell the computer the co-ordinates of my destination, in Starcross. Therefore I can't find the black hole, and I'm stuck at the very beginning.

Jon Ramstad, Dale, Norw

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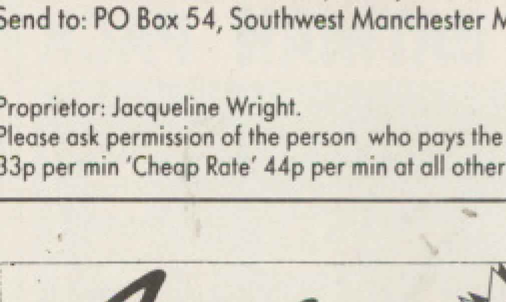
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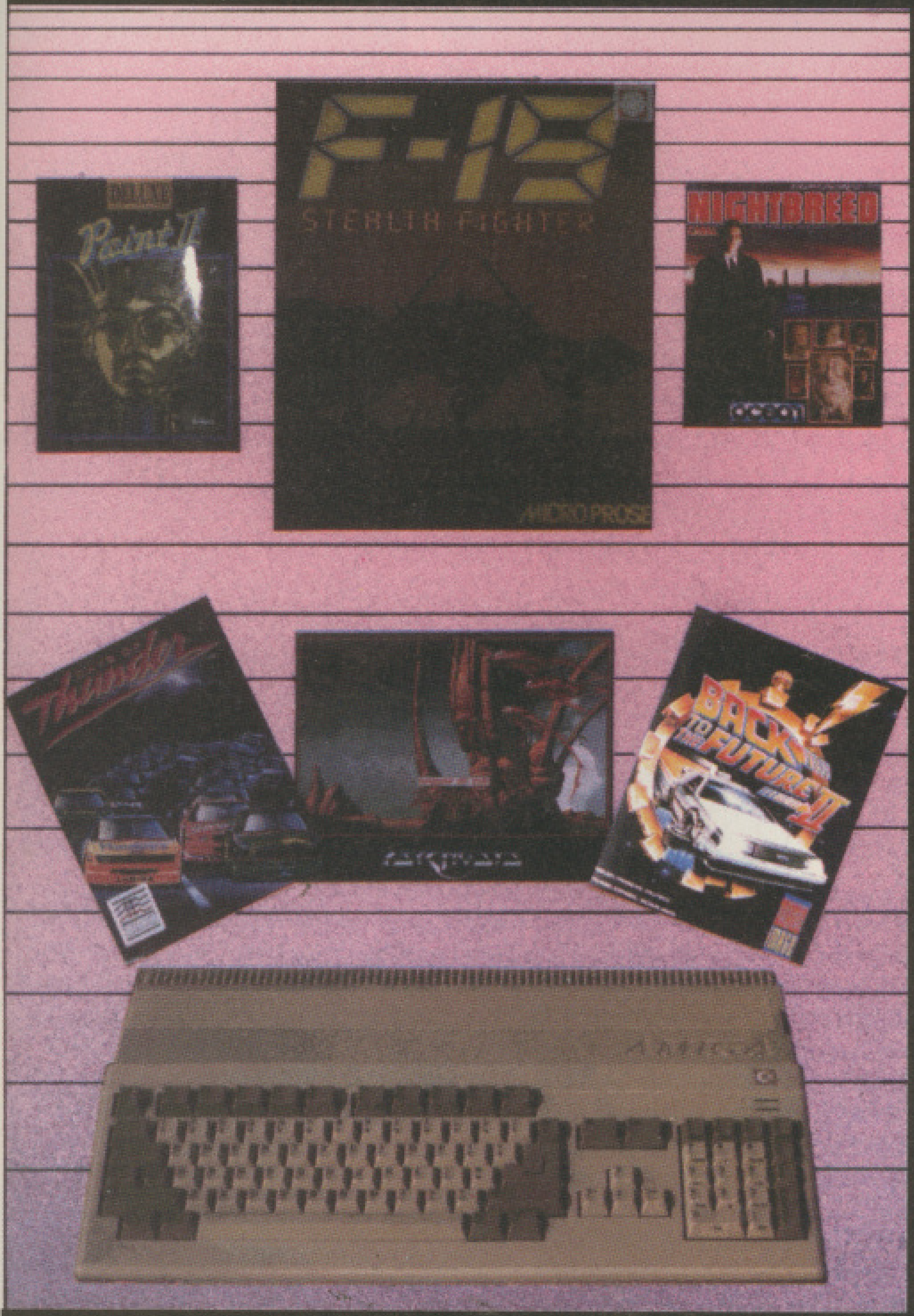
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INDY 500

**EA's race game proved a hit with readers.
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Car: Lona/Buick
Gears: 8.13

Wings:	**Front**		**Back**	
	4 up from middle		**5 up from middle**	
Stagger:	**No difference**			
Rubber:	**Right Front**	**Right Back**	**Left Front**	**Left Back**
	Hard	**Medium**	**Soft**	**Soft**
Cambers:	**Right Front**	**Right Back**	**Left Front**	**Left Back**
	-.50	**+.25**	**+.25**	**+1**
Pressure:	**All at 25**			
Shocks:	**Right front and back**		**Left front and back**	
	Both at bottom		**Both at bottom**	
Levers on dash:	**Both full forward**			

VENUS THE FLYTRAP

Beat the flytrap with these access codes to the different worlds in Gremlin's Venus game.

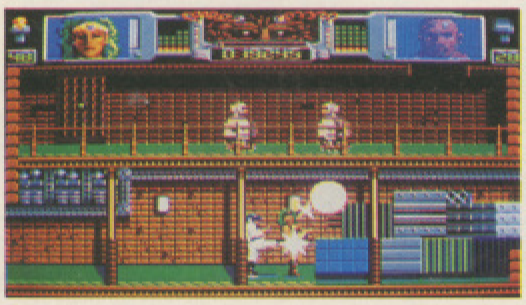
(Not needed) - Forbidden Forest
Mantids - Frozen Wastes
Cicadas - Dead City
Psyllips - Wood World
Pierids - Kaverns
Satyrid - Death Valley
Lycalnid - Creeping Swamp
Pyralid - Tech World
Woctuid - Translucent Planes
These codes will activate various cheats: Mars, Mercury, Jupiter Saturn.



Although our codes will help, you'll still need to complete the last two levels on your own. Hop to it.

HAMMERFIST

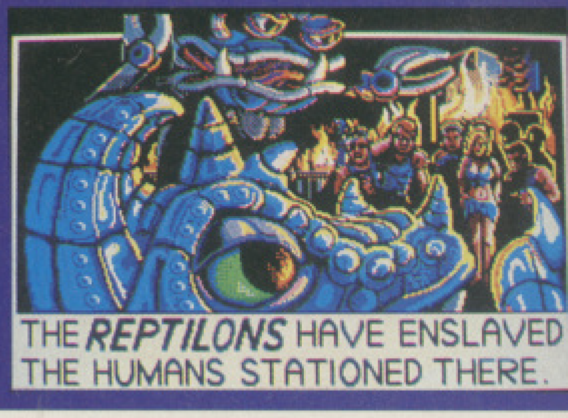
Hammerfist's journey under the sea isn't easy. Try typing in I WANT TO CHEAT backwards on the high score table. This will give you infinite lives.



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Not the easiest of games, and the end of level critters are especially tough. When you're up against the Reptilian stand by the top, waggle your joystick forward, left and right and drop all your bombs. Now squeeze through.

Craig Norris, Chesterfield.



SIMULCRA

Here's a few handy tips for Micro Styles futuristic battle game.

The Mothership: It follows you around generating meanies and can take many hits. Ram rather than shoot.

Homing Weapons: Retreat as fast as possible and shoot them. Most homing missiles have a limited range and can be out run.

Blitzkrieg: The best attack is a fast one. Attack a generator by flying along power barriers at full speed. Learn to recognise the edge barriers. Barriers you can shut down never merge with the edge, and nearly always lead to a generator.

UNTOUCHABLES

Start playing, pause the game then type in 'SOUTHAMPTON GAZETTE'. Capone will now be facing an infinite army of Eliot Nesses.

DRAGON BREED

Pretty new, but already causing problems. Pause and type 'IREM'. You'll be given infinite lives and pressing N will teleport you to the next level.

GHOSTS 'N GOBLINS

Get a high score and instead of entering your name type in (!). This will deactivate the sprite detection making you indestructible.

MIDNIGHT RESISTANCE

Pause then type in 'it's easy when you know how'. That should give you infinite lives.



After you've seen your family don't buy any more weapons.

LEGEND OF THE LOST

On the password screen type the word EDLER. You should now be able to skip levels.

ATOMIC ROBOKID

Typing in TUESDAY 14TH on the title screen will give you a natty little menu which allows you to give Robo infinite lives and all the best weapons.

VOODOO NIGHTMARE

If you're cursing Palace's Voodoo Nightmare here's how to obtain the last few pins to help you destroy the witch doctor.

Mission 1: Feed the monkey on your back bananas. Eventually, this will give him a bad case of diarrhoea, and he'll run off to a secluded spot.

Mission 2: Reunite the lion cub with his mum. Look in the tree trunks.

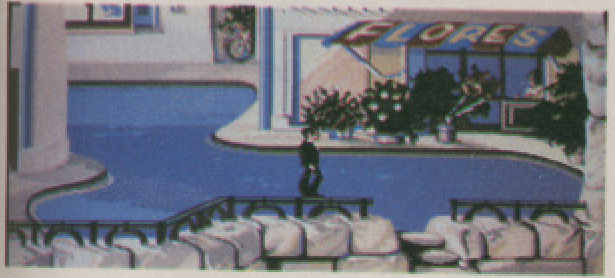
Mission 3: Save a sick native, buy medicine.

It's always safer to move around at night, as that's when the creatures sleep. When day breaks, hit the pause key. Night will still fall but because the game's paused nothing moves. As soon as the sky darkens unpause and carry on exploring.

Boots Barker's problems made easy!



OPERATION STEALTH



A Stealth Bomber's gone missing in Delphine's *Operation Stealth*. Here's how to get it back.

Go to the newspaper machine and examine the returned coins slot. Take the coin and insert it into the machine to get a newspaper. Examine the newspaper and go west. Open the brief case and examine the passport. Take the notes. Operate the calculator and place the passport into the slot. Set the machine for Germany then press the centre button.

Go east and show the customs guard your German passport. Speak to the girl then go west. Show the guard your airline ticket. Examine the baggage then take case marked Martinez. Go east (into the toilet). Open the suitcase and take everything out of it. Plug the cable into the power point and use the razor. Go west, south, then west again. At the airport stand near the sign and wait for a taxi. When one turns up get in and head towards town.

In Town

Go up, west, then enter the bank. Give the bank teller two lots of money. Go east twice. Give the coins to the florist and take the red carnation. Find John and give him the carnation. Go north then west twice. Sit down on the park bench. When the agent's been shot take the card and the key then leave the park and turn east. Go back to the bank and give the key and the card to the teller. Go south and use the key on the safe (bottom right). Take the briefcase, the box and the envelope. You'll now be captured. Select operate and click on the ground. Use the metal to cut your bonds. Operate the metal and take the pickaxe. Face right and use the pickaxe three times. Go east and swim across three screens, surfacing for air wherever possible. Go up the stairs, west twice, then down the stairs to the beach. Speak the old man then give him some change. Go up the stairs then north. Enter the hotel, go through the west door and up the stairs. Go east and open the right hand door. Save the game.

On The Ship

Operate the bracelet. Upon approaching the ocean select operate and click on the girl.

Palace

Negotiate the four mazes, saving the game as you make progress. Go through the door at the end of the maze. Pull the statues arm. Use the box on the safe. Press the on button. Use the arrows to alter the combination, a red light will come on when you select a correct number. When all four digits are entered press the off button. Take the box, operate the lock and take the envelope.

Water Skis

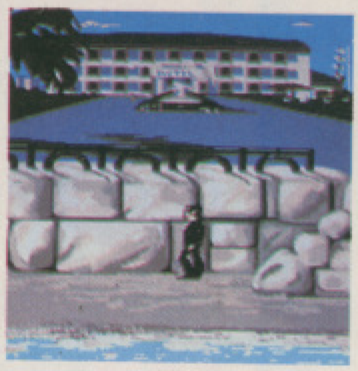
Avoid the rocks. Try to catch your opponent.

Underwater

Swim straight down. When you reach the sea bed swim west until you see three pieces of seaweed. Keep examining them until you receive two messages. Swim east as far as possible. Press the button on the palm tree. Go east through the opening and operate the porthole. Once you're inside the cage use your pen on the lock. Use your watch on the west wall, followed by the east wall. Go right, open the grill and pass through the mazes.

The Hideout

Move slowly to the first alcove. Use the operate command on the guard. Take his clothes, his boots and his laces. Use the laces on the soldier. Take the napkin and use that on the soldier too. Take the glass and go south. Go through the door and into the storeroom. Examine the doors. Take the rubber stamp and the laces. Use the laces on John. Go south then east and go through the door. Examine the cloths and take the instructions. Use the glass on the fountain. Operate the garbage. Take the lifeboat. Go west, north twice, west and enter the door. Use the glass on the officer. Take the stamp, go south and operate the cigarette case. Operate the top cigarette and use the paper on the glass. Go east then south and go through the door. Use the stamp on the ink pad, then use the pad on the instructions. Go west, north and use the fingerprint on the ID pad. Go east and use the instructions on the mailbox. Go north and use the electric cable on the plug socket. Operate the razor then use it on the trash can. Exit east, use the bottom cigarette on the the computer. When the computer blows up operate Otto. After the fight use the CD on the CD player. Exit through the top left door.



Helicopter

Operate the elastic on the bomb. Operate the lifeboat to complete the game.

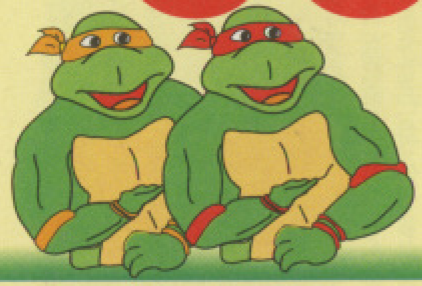
NIGHTBREED (THE MOVIE)

Follow these tips to get through the first section of Ocean's Nightbreed.

Go to the hospital. Narcisse will tell you about Midian. Go there next. Don't worry about running through road blocks, they won't stop you. Repeatedly thump the fire button to escape from Peloquin. Don't worry about being shot, Peloquin's bite ensures you survive.

Once you've escaped from the police, return to Midian and enter the town. Spin the joystick anti-clockwise to avoid the knives. Inside Midian you get to meet Mr Lyslesburg, who lets you have a good look around. Descend to level three to meet Baphomet. This leads you into the second section of the game.

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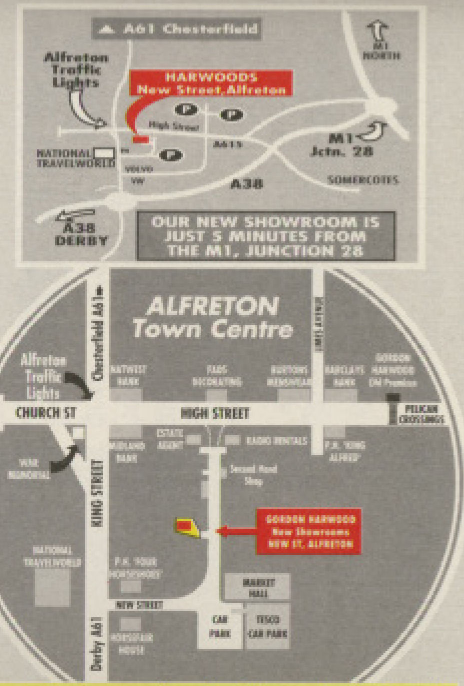
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GRAPHICS DIY

Last month, Gary Carr from Bullfrog explained the basics of animation, using the 'squash and stretch sphere' technique. This month, he moves onto the delicate subject of how to link animation and place it onto a backdrop. . . .

Now your balls are bouncing nicely (oo-er), it's time to move quickly onto more complex animatics. It helps to decide early on as to what form the demo is going to take. There are a number of different approaches you may like to try. The sequence could, for example, have a cartoon feel. In this case, your animated subject need not be logically correct. In the same way some four-legged creatures are depicted as two legged – Bugs Bunny for instance. The real advantage to comical animation is that there are no rules to govern how the subject should look, but remember the end result should have all the same qualities as a realistic depiction, and that is the essence of the character.

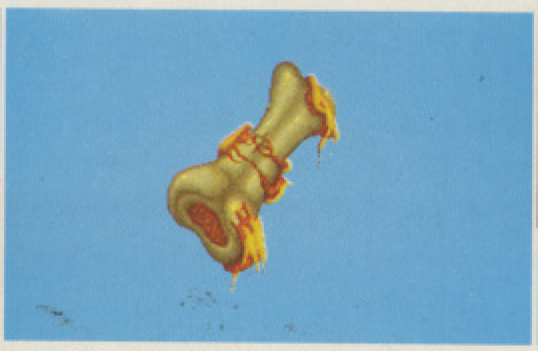
With this thought in mind, try this little animation exercise. Get a friend to draw a squiggle on screen using *D-Paint III*. As you were shown last month, save it out as an animation brush and set up a 'flick book' of animation frames (give yourself a generous amount). Now comes the wacky conceptual part. Try to imagine that the squiggle is your character and try to make it move in the style of the creature you are trying to emulate. In the case of this demo, try and 'suggest' ape-like movements to your shape. If you can get your head round this, you are more than half-way to winning the Demo competition. Who said artists are strange?

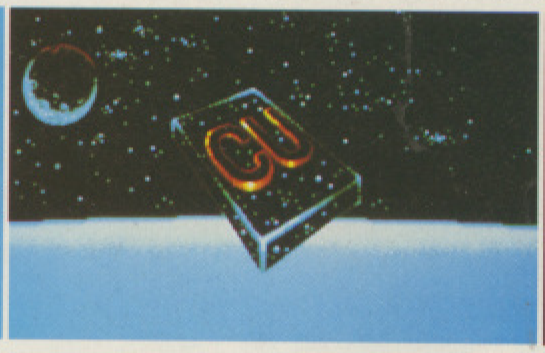
So, once you have your cool animation and hot graphics, you can begin to add some artistic 'touches'. Here at Bullfrog, we try to make our 'nice touches' as functional as possible, rather than just being a pretty effect. Take *Powermonger* for example. Every single piece of animation and graphic within the game has an identity and serves a purpose. The pidgeons send messages, the storks deliver newly born babies, when it snows your men eat more to keep warm etc. These additional details are what can make a good piece of work into a great one.

In my version of the CU demo, I used lots of 'incidental graphics' to suggest depth and also to create a feeling of a hostile terrain. Incidental graphics are items of animation and backdrop that, though not important to any aspect of the core of the sequence, help provide atmosphere and/or an enhanced presentation. In this case, during the 'eating' sequence, a snake slithers from behind a rock at the rear of the cave. It then side-winds through the rib cage of the dead animal's carcass, finally sliding out of shot. These touches also help give a feeling of continuity.

Moving back to animation tips, if you have access to a video recorder, try and build up a reference library of different movements by tracing the relevant frames (usually one in every three when using the 'frame advance') onto tracing paper. Even better, if you have a friend or family member with

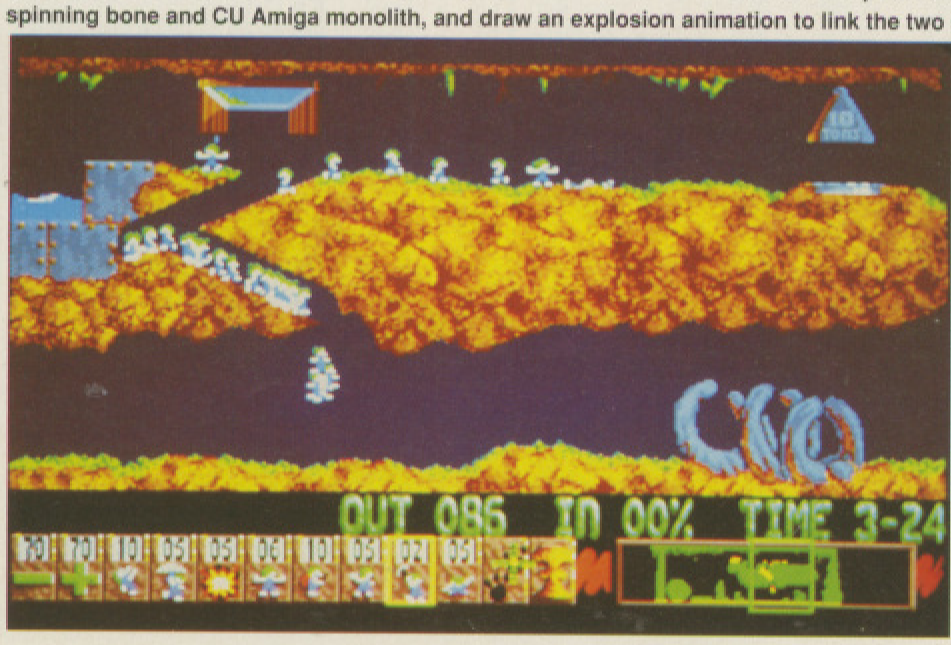








If you've been following Bullfrog's tutorial for the CU Amiga demo over the last couple of months you should now have the following sequences completed: In our November issue we showed you how to create a futuristic landscape for the demo, and last month we explained how to construct the spinning bone and CU Amiga monolith, and draw an explosion animation to link the two sequences.



A good sprite bank is essential for successful animation. Draw your characters as large as possible without taking up so much room that you compromise the speed of movement.

Incorporate this movement into your designs. Remember the 'flickering page corner' effect we wrote about last month? Draw a character in various stages of motion. It could be eating, running, engaged, in fact, in any activity to 'animate' the subject.

Try to make your animation as interesting as possible. A salivating monkey chewing on a fleshy bone with one arm while swatting a fly with the other is far more interesting than a chimp who shakes a Bonio. . . .

a video camera, you can film as many scenes as you need. Remember to include some sort of scale measurement within the shot.

This may sound a little like cheating, but if it improves the quality of you work, then why not use it?

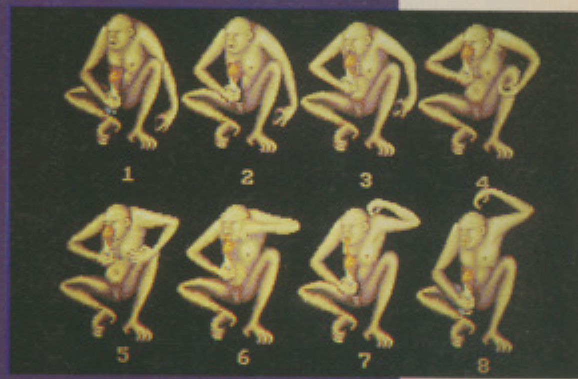
THIS MONTH'S SEQUENCE - THE DEAD CARCASS

From the storyboard we chose a mid-shot of the apeman pulling a bone off the dead carcass, picking at the bones and leaving the screen (this suggests our character is some sort of leader). The majority of this sequence is the apeman eating the beast, but I have added other touches, such as flies irritating the ape in an attempt to join in the feast. The ape also scratches his head in a cliched ape-like manner. As I mentioned earlier, these touches help enforce the characteristics of the object.

The bone is then tossed into the air, linking up to the spinning bone sequence.

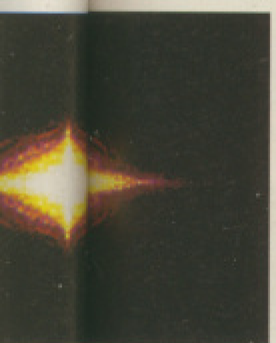
'REALISTIC' FANTASIES

If you decide to present the sequence in a realistic nature, it's worth spending time studying how the subject moves, from any good reference. Don't make assumptions while designing the animation, as though the hand of an ape looks fairly similar to that of a human being, the joints move and function in a totally different way. There can be nothing worse in a demo than wondefully realistic still graphics being spoilt by a poor understanding of subject movement.



When starting your animation sequence, don't get bogged down with graphic detail within each frame. If you do, the chances are you'll end up with hundreds of attractive pictures which animate badly. Remember, the quality of animation comes first. Once you have this cracked, then work on improving the graphics. For reference, take a look at the graphics for *Lemmings* from Psygnosis. The actual sprites are far from impressive, but thanks to some wonderful animation, they take on an incredibly strong character.







Putting the pieces together. Now should start to combine sections of the demo. You were shown how to draw the backdrop in the November issue, how to animate last month, and this month you'll combine the two. Now you have the beginnings of a sequence. Here we see the establishing shot. The monkeys are in front of the fire, one of them will pick up a bone and toss it into the air. The bone will spin in the air, you'll see an explosion of light, and then the bone will turn into a spinning CU Amiga monolith.

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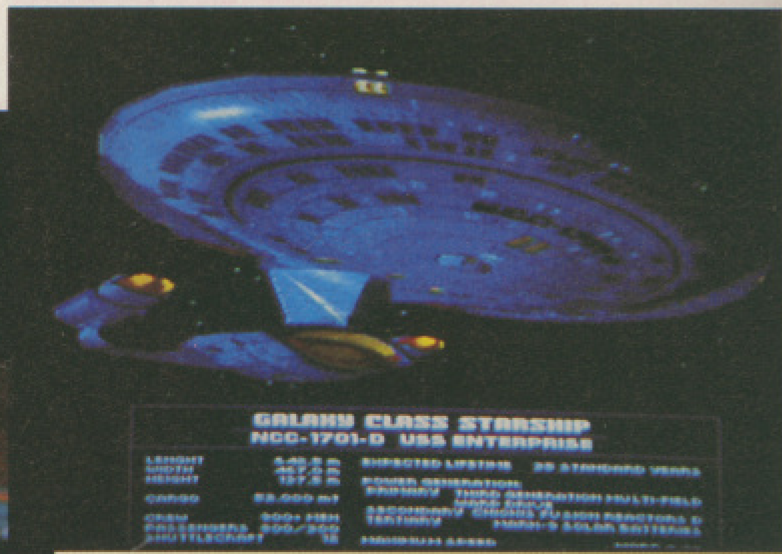
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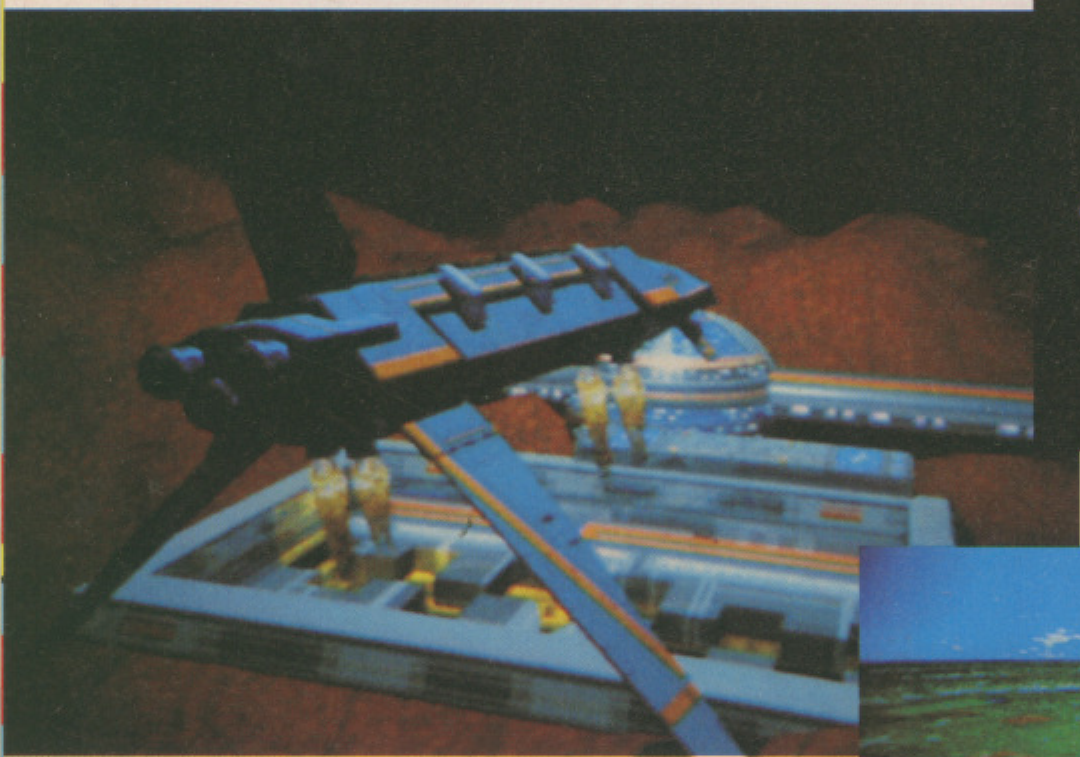
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DEMOS

Mark Patterson takes his monthly look at what's new in the PD libraries and previews disks from Tobias Richter, 2 Bad Boys, Fraxxion, Demons and Time Codes.





Tobias Richter once more impresses. His latest release is a collection of screen stills from some forthcoming projects. This disk and most of his previous work can be obtained from A Bit On The Side.



Above: Tobias deviates from the tradditional Star Trek. Here we have the new Enterprise which features in the Next Generation.

Drawing away from SF, this pic depicts Baron Rictoven piloting his Fokker going in for the kill against a French Spad.

SUPPLIERS' GUIDE

Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.

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2 Bad Boys present their latest Amiga remix. This time it's from the London Boys and is available from Virus Free (999)



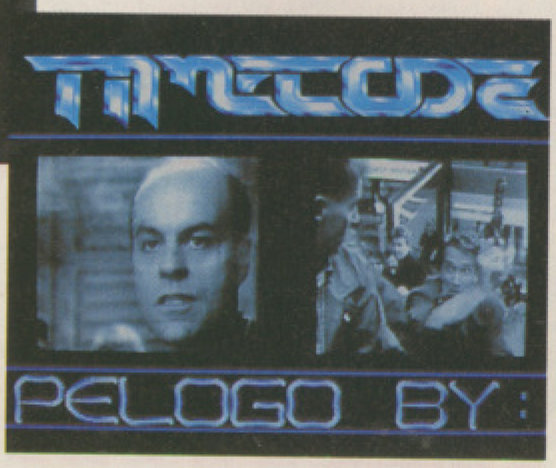
An excellent example of colour digitising. This disk is available from PCS. If you want more info about getting your stuff digitised, check out Additionals.



Fraxxion appear once more. Though their new demo is nothing more than a well presented slide show, the intro is their version of the original Alien titles, complete with samples. From A Bit On The Side, disk 702.

Above: Suntracker III features some original ideas, graphics and music. Produced by Demons, Analog and the Power Lords, it's now available from A Bit On The Side, disk 681.





Time Code's Total Recall demo features b/w stills from the movie and a soundtrack which takes samples from the same place.

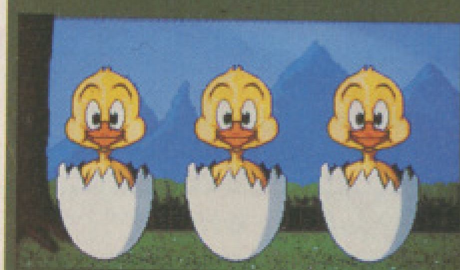
DEMOS COMPETITION

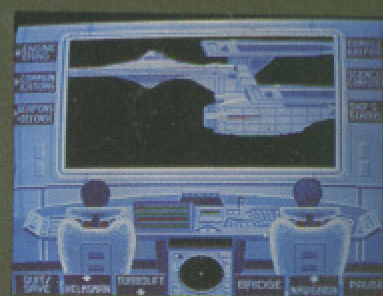
Three months ago we asked you to identify four top demos by looking at just a snippet of a screen shot. As usual the response was overwhelming, with the majority of the entries being correct. Shot number one was the Budbrain Mega demo, two was Star Trek the game by Tobias Richter, three was Fraxxion Horror, and number four was the Power Remix by Bass X.





First prize of a hundred PD disks goes to Wayne Morrall from Tamworth, second prize of twenty five disk going to Mr A D Kay in Canterbury and third prize belongs Peter Rhodes in Romford. Thanks to Virus Free PD for supplying the prizes.





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T45 - Text Paint, Fast Blit, Edit Sleepy, View Dir, Is Today
T46 - KeyMapEd, Resumemaker, Osk, Woodword, Mips

New FISH
F370 - SkSh/Usefull to Unix Users
F369 - Lastest Aquarium, Flip, Fortune, Spy, Vaxherm,
F368 - Elements, Interactive Display
F366 - Print Studio/Very Good
F365 - Easy Back Up, Pass Word, View 80
F364 - More Animated Pointers
F363 - 3.5 Disk Labeler/Reads directories
F362 - Imperium Romanum, SMovie
F361 - Brush4d/ Converts IFF Images to Sculpt 3D
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F358 - Pipe Line Game, Blob, Road Route, Scan IFF
F357 - Empire/ A Multi player economics game
F356 - NComm/ New for Comms.
F355 - Berserker (Virus Killer), Track Salvage
F354 - Mandel Mountains New V2.0
F353 - North C. New Version V1.1
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F339 - Pascal Compiler
F349 - MED V2.0
F228 - Jassbench/ Replaces the origial workbench
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F253 - Power Packer 2.3b
F302 - Turbo Mandel

Excellent Music
803 - Journey Into Sound
274 - Crusaders Freeked Out
292 - Audio Conversions
451 - Dr Awesome
580 - PC Boys
575 - Wheres the base
592 - Miami Vice
593 - Crockets Theme
601 - Bacteria Music
602 - Get to the Safe House
635 - 100 Origial 64 Titles
129 - Commodore 64 Music
658 - Flame Arrows Vocal Attack
686 - The Sound of silents
689 - Techontics Remix
711 - Ghost & Goblins
717 - Rebals Megablast
730 - Scoopex No 84
770 - Base-2-Base (1.2 Only)

PDS New Section
796 - Turtles Demo
806 - Turtles Demo II
860 - PDS Hi-Res Turtles Pictures
836 - Total Recount
833 - Total Retrial
834 - Total Restyle
835 - Total Respray
834 - Star Wars Pictures
V37 - Sounds. Over 25 of the Muppets
856 - Puggs In Space II - Fillet the Fish

Over 18's
26 Hot Girls Picture Disk
60 Megatron Man's Pictures
78 Safe Sex Sample Disk
164 The Mighty Fart Blower
254 X-Mas Sampled Song (2)
267 Utopia Picture Slideshow
449 Excel Pictures No 1 (2)
476 The Porn King Pictures
501 Playboy Slideshow (2)
544 Final Ecstasy Magazine
545 The Best of Escort May 1989
546 Paradise Slideshow
564 Digimovie No 1
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632 Playboy August (2)
638 Donna Edmonson Animation
644 Playboys Blonde Beauties
682 Big Al Girls of Sport
683 Bash one: Dirty Picture's
693 Sam Fox Picture Slideshow
703 Have a Laugh, Trackmaster
728 Saddam Hussein
751 Brabuster,Digital Dreams
774 Utopia Pictures No 4
775 Maria Whittaker Slideshow II
851 Viz Slideshow
865 Secrets Policemans Ball Disk @2
867 Digital Damsels No.1
873 Woman to Woman Disk @2

Demo Selection
757 - Chase HQ 2 Preview
758 - Annie and Bitterburner
759 - Visit Merseyside Sample
763 - Cave Runner and Track Record
767 - Hymnes From the Bible III
779 - Charley Playable Preview
792 - Aliens Mega long Sample * (2)
794 - Black Monks Breack Dance Music
795 - Mind Warp Collection No 2
797 - Madonna Hanky Panky
798 - Turbo Mark Animations
807 - The Twist
809 - Pang Playable Preview
811 - ITV Mega Nusic No 7
812 - 4 Mat of Anarchy Reflections
815 - Comic Strip Presents
817 - Fresh Cola The Semi Coders(2)
819 - Genisis Land of Confusion
823 - Sam Fox Big Bobs
824 - Electric Channel 5 By Impact
825 - The Pink Goes Ape Animation
833 - Emi Ivory Gold
834 - Star Wars Pictures
835 - Christmas Music
840 - Rising Force Music No 1
842 - Waterproof
843 - Phalanx Music
844 - Magic Roundabout
845 - Hacking elations

Various
F315 - Amiga Fox Word Processor
V17 - VC Spreadsheet
V21 - Word processing disk
V27 - Quick Base
V29 - House Hold Inventory
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0727 Star Trek Game (2)
0729 8 Track Soundtracker
0742 Madonna Slideshow
0744 Red Sector Cebit Demo
0746 Crusaders Bacteria Demo
0766 Treasure Hunt Game
0831 Utopia Cartoon Slideshow
0853 Dragons Lair Demo (*)
0865 Coma Demo
0891 Creepshow 1
0895 Tomsoft Trip To Mars
0897 Scoopex Mental Hangover
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530 Power Surge music disk 14 tunes, good.
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528 Rebels Mega Blast, 9 fanastic tunes.
522 Avirex Slideshow, great fantasy pictures.
520 Alcatraz Mega demo, DEVILS KEY, 3 disk
514 Flash Digital concert 6, more good music.
511 Train Construction set great game.
509 Watership down, lovely slideshow.
507 Sounds of Gnome, brill music by Mahoney.
482 Channel 42 great, 35 high res. pictures.
484 Garfield Slideshow, all pictures in colour.
478 Kylie Minogue "Made in heaven". 2 disk.
34 Forgotten Realms, fantasy slideshow.
44 Trilogy Mega demo, superb demo, 2 disk.
45 Kefrens Mega demo 8, Fantastic, 2 disk.
53 Nasa pictures, space picture slideshow.
83 Miller Lite demo, "He ain't heavy" the Hollies.
104Yellow Mix, great acilid type music.
115 Rebelion Music by 4 matt, 5 great tunes.
121 Mental Hangover by Scoopex, great demo.
132Dragons Mega demo, a very good disk.
144 Music Maestro 6, jukebox demo, 9 tunes.
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532 CRUSADERS • A few tunes ... totally "Awesome"
531 Captured Imagination - Nice comp by Anarchy
530 Anarchy MF Comp - SUPERB ! Nice demo Dan + 4-Mat
529 Technotronic MegaMix - Just like the song ! remixed
525 Adept - Nice compilation with filled vector demos
520 Timecode - Total Recall demo from the film
519 A journey into sound - Very nice music disk
512 Intuition Compilation - Superb Deepsea demo !
511 Awesome Preview - Wickeddemo of the game
504 Network party demo - Great demo compilation
498 The JCS - Very very very weeeeeeeeird !
472 Crusaders demo pack - nice one ! with ED-209 game
453 EPIC Preview - Totally and utterly Brilliant ! Get it !
445 4-Mat Music - Brill ... like your stuff mat !
444 Start demo pack 5 - includes Hotwired by Crusaders
426 Crionics Neverwhere - Really excellent megademo !
423 Cool Fridge - Nice plasma FX and copper thingys
314 Mirage Megademo - Big 1 Meg demo, very nice !
254 Tomsoft trip to mars - We like it ! nice vector demo
252/253 Budbrain Megademo - Superb demos and music
251 Silents Megademo • Brilliant !
164 Scoopex Mental Hangover - Still as impressive as ever !
136 Fraxion Horrar - Totally crap dont buy it !
133 Bacteria - Crusaders Mega music disk - Get it
499 Slabby Music - Oh wow its amazing !
425 DigiConcert 6 - Megamix of music ! Very cooool
424 Sound of Silents - Brilliant Brilliant Brilliant Brilliant. OK ?
245 Scoopex Beast music - All the music from the game
242 100 64 Tunes - Wild ! SID lives on !!! Get this disk !
227 Jarre Docklanmds - Great music and pics by HCC
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218 Kefrens Jukebox - Superb musc from the kefs
186 DigiConcert 2 - Brilliant music remix
107 Vangelis Demo - Music and art slides 1 Meg

UTILITIES AND ANIMATIONS

496 Visicalc - Powerful PD spreadsheet
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459 Jamcracker - Brilliant chip music comp system
434 Amibase - Good custom database with search
377 North C 1.1 - C compiler -
378/379/380 C Manual - Brilliant way of learning to program
356 Fish 327 - Messidos PC file reader
354 SID 1.6 - The most cool CLI killer utility for editing and stuff
345/346 VideoApplications - Great fonts and scrolling utils
340 Jazzbench - Workbench clone with more functions
334 Darkstar Utils 2 - If you expect me to list all the utilities on
130 Darkstar Utils 3 - these diskthen forget it ! Just buy one
333 Darkstar Utils 4 - and ring Red devil up and ask him ! (Dont)
330 PE Utils 5 - More utils by Mr.Devil, all I can say is they are all
331 PE Utils 6 - very well done and contain LOADS of very
332 PE Utils 7 - useful utilities that no home should be without !
N.B. None of these disks contain kirby vacumn cleaners
180 Wordwright - Comprehensive wordprocessor + more utils
123 ST-91 - Rather good instruments diskdone by me !
122 ST-90 - I will do some more soooon which will be koool !
118/119/120 Noisetracker and instrumnents disk(st-01,st-02)
474 Spacechase Anim - Brilliant chase sequence 1Meg
458 StarTrek Fleet Man. - Brilliant anim by T Richter 1 Meg
456 Stealthy 2 - Cartoon style anim of a stealthy bomber 1Meg
455 Agatron 15 - 3 Brilliant anims by Tobias all in 512K !
452 Enterprise leaving dock - Quite Amazing ! 1Meg
212 StarTrek Anim - GreatTobias anims in 512K
493 Vax Pics - Superb picture created on a Vax computer
484 ColorCycles - Brilliant slideshow of color cycling
461 YabbaDabba - Hey its the Flintstones ! Wilmaaaaah !
454 Nightbreed - Fantastic slideshow of Horror goolys !
158 Agatron 6 - Totally brilliant Ray traced space pics
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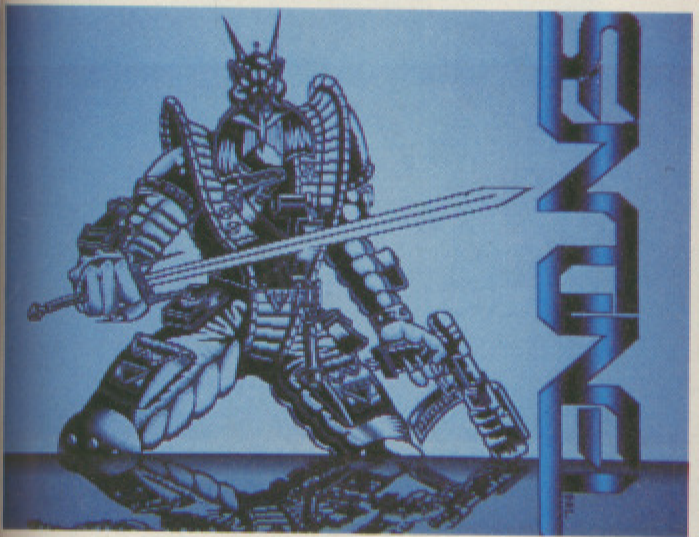
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DEMOS



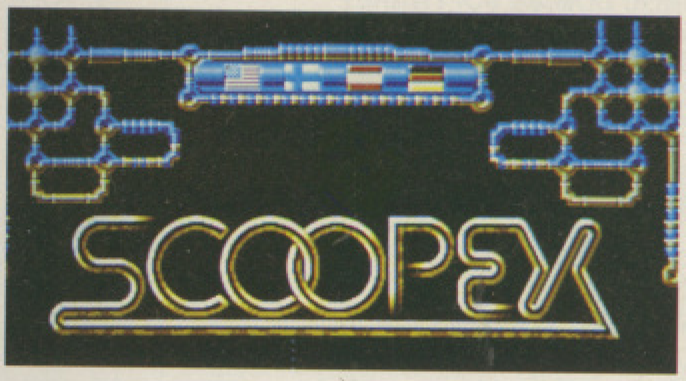
The latest edition of the Sentinal disk mag is now available, with articles written by many of the top names in the Demo world.



End Of Century strike back. EOC latest is a collection of animation, scrollies and music. Nothing really outstanding, but there's plenty of variety. Available from 17-bit.



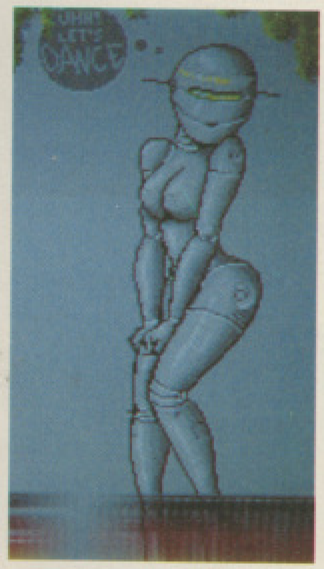
Speeding vectors make up the new demo from Phenoma. Some nice effects, but nothing new.



Following the success of *Mental Hangover*, Scoopex have released *Cromium*, a bizarre mixture of starfields and metalic graphics. Weird but wonderful. Available most anywhere.



The Turtles are back! This time it's a neat version of the cartoon's theme tune as well as digitised piccies. One for the kids. Available from A Bit On The Side.



DJ Leif's megamix disk contains three clichéd, but good, dance tracks. From 17-bit.

PD OR NOT PD

Public Domain software is intended to be copied and distributed by anybody. It includes utilities, games, or demos put out by programming crews showing off their various talents. PD is a cheap, easy way of getting hold of some really top quality software. Keep an eye on this section for a definitive roundup of hot new releases. If you have any demos of your own which you would like featured in this section, send them to: **Readers' Demos, CU Amiga, Priory Court, 30-32 Farringdon lane, London, EC1R 3AU.** Please enclose an SAE if you want your disks returned.

PD TOP TEN

A-Animation S-Sound
U-Utility G-Game M-Miscellaneous

1	U	Game Music Creator
2	S	100 64 Tunes
3	A	Stealthy Manoeuvres
4	S	Sound Of Silents
5	G	Star Trek
6	V	Donald Duck
7	A	Digi Movie
8	M	Budbrain Mega Demo
9	M	Mental Hangover
10	G	Fraxxion Slideshow

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WHAT IS PUBLIC DOMAIN SOFTWARE?

Basically, public domain software comes from 2 main sources. The first is where someone has written a useful little utility, which is of use to the writer and hence almost certainly of use to other Amiga users, but has no commercial value. The second is from enthusiastic Amiga owners who just love to show off their coding prowess, possibly to impress their mates, or maybe to prove to a software house their ability to code graphics. In the early days, much of the PD left a lot to be desired, but these days there are many fantastic utilities, games, and demos which, at a nominal cost can bring many hours of pleasure to the home Amiga enthusiast, and there is now a veritable army of PD collectors.

If you have just acquired your Amiga. We recommend the following disks, which will either amaze, amuse, or be very useful.

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D = Demos G = Games M = Music U = Utilities
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D 146	RSI MEGADEMO	One of the best ever demo disks (2 DISKS)
D 153	PUGGS IN SPACE	A brilliant cartoon demo, yet to be bettered
D 180	SCOOPEX MENTAL HANGOVER	A milestone in coding – Brill music and graphics
D 186	COMA DEMO	Flashy acid demo, together with more great demos.*
D 190	RSI CEBIT DEMO	Terrific demo, with the best ever music.*
D 033	TOMSOFT TRIP TO MARS	Vector graphics with a theme.*
D 034	BUDBRAIN MEGADEMO	Our No. 1 title! Fantastic, and funny, but contains some X-rated cartoons...(2 Disks)
D 091	FILLET THE FISH	Similar to PUGGS but not as good. Still brill.
D 315	UNREAL DEMO	A game demo to show off some great graphics.
X 110	FRAXTON HORROR	Great cartoon graphic demo of nasty stuff.
M 005	MAHONEY & KAKTUS	Brilliant music disk.
M 030	DIGITAL CONCERT 2	Over 12 mins of mixed house music.
M 170	NEWTRONS MUSIC DISK 'HEADBANGER'	You will not believe this!!!!!
G 107	STAR TREK GAME	Good graphic adventure. Best with 1 meg. (2 disks)
G 109	BLIZZARD	Good horizontal Shoot 'em Up.
G 133	PD GAMES COMPO	Good selection inc Welltrix and Breakout.
G 136	DRIP	Very tricky painter type game. Almost commercial quality!
G 137	THE TURN and TRICKY	A couple of good puzzle games by Peter Handel.
G 138	MARBLE SLIDE	A cross between Pipemania and sliding blocks. Great!!
U 220	SID	A good utility to take the hard work out of CLI
U 222	NBS SPEEDBENCH	A faster loading workbench, plus . . .
U 225	AMIBASE	A good database. Start a disc catalogue now.
U 226	RAZOR TOOLDISK	A comprehensive set of mixed utilities, inc Virus killers, copiers, disc fixers. Not all for novices!

*compilation disks which contain other demos requiring 1 Meg of memory.

This is only a small selection of our library. All the above disks will work on a basic A500. Many more disks, including disks for expanded Amigas can be found on our catalogue and magazine disk, which is the *best* presented, currently available from anywhere!! See elsewhere on this advert for details on how to obtain your copy.

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LATEST AND GREATEST PD LIST

D 001	ALCATRAZ MEGA DEMO 4 (3 Disks)	absolutely brillant!!!
D 006	HERETIC DEMOS	4 great demos by DMOB, RSI, REBELS and MEGAFORCE
D 007	IMPACT COMPACT DEMOS 40	5 good demos, scene of which amaze
D 008	STATIC BYTES MEGA-DEMO	a six part mega demo. All clever stuff
D 015	HARDCRACK GRAPHICS DEMO	Mini mega! Some beautiful graphics
D 016	IRIS OLYMPIA DEMO	Parallax scrolling at its best?
D 020	TRADE DEMO	Great Shakatak type first tune! Well presented
D 028	THR NOSTALGIA DISK	A review of the best from their compos!
D 032	KEFRENS DEMO COMP	7 Great new demos. Scoopex, Kefrens, Stack etc
D 068	P E DEMOS 65	Best recent releases: Armada, Qbranch acid, (1 MEG)
D 074	RED DEVIL COMPO 8	Features superb Vector Tunnel Demo (1 MEG)
D 078	CRIONICS NEVERWHERE DEMO	A must for Madonna freaks
D 080	KATHARSIS MEGADEMO	Ver good, from Poland!!
D 081	INTUITION MEGADEMO	inc the flashiest acid ever!!
D 084	STD TURTLES DEMO	The best teen ninja demo yet! (1 MEG)
D 093	HAWK MEGADEMO	Some original effects. Good.
D 193	COOL COUGAR	Digi piccy with cartoon overlays. Clever! (1 MEG)
D 198	END OF CENTURY MEGA DEMO	not mega but good! good cartoon
D 207	PUNK CROC CREW MEGADEMO	Kylie and Jason sorted for good!!
D 209	UPFRONT COOL FRIDGE	Collection of plasma copper' demos
D 210	THE POWER CONNECTION	Weird and morbid demo!
D 212	HACKTRICK RAVE DEMO	Recently raved about in the press
D 318	FRAXION FANTASY	Great show with info too! (1 MEG, 2 DISKS)
D 320	IRON MAIDEN SLIDESHOW	Some good piccy's of I/M type stuff!
D 343	THE DEFINITIVE MADONNA SLIDESHOW	(2 DISKS, 2 DRIVES, 1 MEG)
D 344	THE DEFINITIVE BRUCE LEE SHOW	(3 DISKS, 2 DRIVES, 1 MEG)
D 353	NIGHT BREED	digi piccys of nasty night creatures
D 371	DEMON SLIDESHOW	Amazing pictures, really brilliant!!
D 510	THE RUN	Tobias Richter's police chase anim. (1 MEG)
D 515	WALKER DEMO 1	Walker in front of the Amiga 2000 (1 MEG)
D 516	WALKER DEMO 2	Walker attached by the helicopter (1 MEG)
D 529	ADS MADONNA CARTOON	Short but very sweet anim. (1 MEG)
D 530	DONALD DUCK	Clever DD anim (1 MEG)
D 537	EPIC GAME DEMO	Get this disk for amazing graphics and sound. If the game is half as good get that too. (1 MEG)
D 545	JET FIGHTER ANIM	Similar to The Run but far far better. (1 MEG)

MUSIC

M 057	TRIUMPH MUSIC 5	Great tunes ripped from demos
M 063	DEPECHE MODE	get the micro-mix treatment!
M 069	D-MOB MUSIC 4	6+ great tracks from one of the best (2 DISKS)
M 081	AMIGA CHARTS 3	Queen – Invisible Man plus Blackbox – Ride on Time
M 082	FREDDY KRUGER HORROR WRAP	Nice??!! Piccy of Freddy plus wrap!
M 083	VISION HOUSE	8 Music tracks for the Acid/House fans
M 086	VISION MUSIC MATTERS	More house and other from the kool boys
M 092	DIGITAL CONCERT 3	Another 12 mins plus super mixing!
M 093	DIGITAL CONCERT 4	And yet another music mix!
M 119	DIGITAL CONCERT 5	And yet another!
M 127	DIGITAL CONCERT 6	And the latest music mix!
M 128	SOUND OF THE SILENTS	Great music from Jesper Kydd. Nice FX
M 134	100 C64 TUNES	together with graphics from the old days
M 147	TSB MUSIC	Disco and Heavy music. Turn it up!
M 150	ALCATRAZ SOUND DISK	Very classy show. Digi of I Got The Power
M 162	TRIUMPH MUSIC DISK 7	More of the best demo tunes

GAMES

G 114	BOARDGAMES	Cluedo, Monopoly, Crib, Backgammon, plus!
G 115	MIXED GAMES	6 Good games including DALEKS!!!
G 135	TESTAMENT GAMES COMPO	Typical PD Games
G 140	MONOPOLY	Good one player game. Drawback...US Version

UTILITIES

U 221	JAZZBENCH	Enhanced workbench with pull-down menu
U 222	SPEEDBENCH	Faster loading workbench
U 214	D COPY	Back-up utility from the D-mob Group
U 216	NBS UTILITY DISK 3	3rd Day Utilmaster, Newzap, 20 in all
U 217	NBS UTILITY DISK 4	Disk Arranger, Fix Disk, 20 more...
U 218	WARRIORS ANTI-VIRUS DISK	A full arsenal to tackle 'em
U 219	WARRIORS CRUNCHERS DISK	No less than 28 cruncher utils
U 220	SID – THE ULTIMATE CLI UTILITY	That's what it says!

LATEST IN

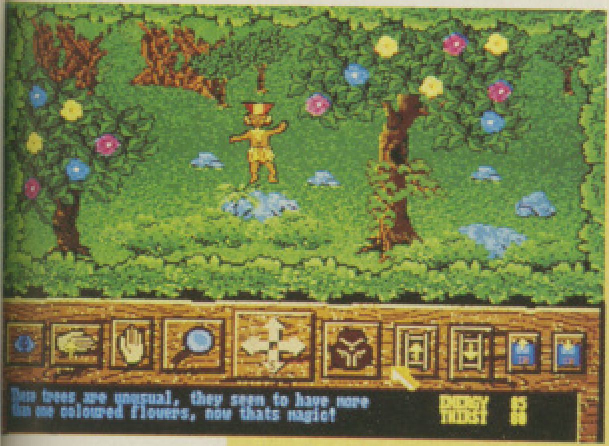
D 214	GOLDFIRE MEGADEMO	Great little mega. You'll love the red kissing lips!
D 215	SCOOPEX CHROMIUM	A great new demo. Scoopex back to their best
D 216	PUSSY INNERSHIP	Unusual demo. Great GFX plus puzzle and game
D 217	INTUITION DEMOS (1 MEG)	A good compact with a great demo by Ipec Elite
D 218	RAZOR 1911: BEST DEMOS 1988 to 1990	A collection of Razor's best. 10 demos in all
D 374	TOTAL RECALL BY PENDLE EUROPA	Good demo. Digi Pictures plus great soundtrack. Impressive
D 375	ARNIE TOTAL REMIX (DISK 1)	Uzi 9mm himself. Buy this disk. Die laughing
D 376	ARNIE TOTAL REMIX (DISK 2)	2 more of the above extracts
NBS	Enchanced Version	
D 546	AGATRON ANIM 10	Enterprise leaving dock. Superb (1 MEG)
D 547	STEVE'S ANIM No. 1	Some super little anims. Have a look!
D 548	STEVE'S ANIM No. 2	More cute little anims. I love 'em
D 549	AGATRON ANIM. FLEET MANOEUVRE (1 MEG)	Tobi's best yet? Maybe. Certainly very impressive!
D 550	BILLY THE KID PREVIEW (1 MEG)	Very slow, but lots of it. Ocean game preview
M 174	ANARCHY CAPTURED IMAGINATION	More great music from the UK's best
G 141	MAYHEM GAME FROM ENSIGNIA	Spaceship in caverns type game. Tricky but addictive
U 306 – U 312	CLIP ART	Amazing collection of clip art for DTP etc, 7 Disks in all

With so many disks in our library it is impossible to list them all here. We have many new disks coming in every day, so if you see a disk featured in these pages, and we don't list it, give us a call.

NBS AMAZING CHRISTMAS BONANZA COMPETITION

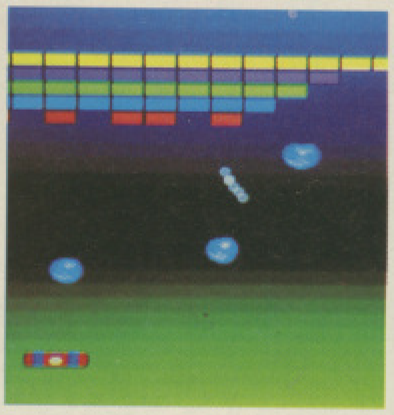
Once again NBS devastates the PD world with the best ever competition run by a Public Domain service. Over 70 prizes to give away, including commercial games, disk drive, memory expansion, storage boxes and more, worth over £1,000. Competition is open to customers who order £10 or more. Full details in Update 5 magazine.

DEMOS



JUNGLE BUNGLE

PD adventure games are few and far between, and most that appear are awful. *Jungle Bungle*, although straightforward, features plenty of puzzles to get into and lots of graphics.
Most of your character's actions are controlled by the mouse, but this leads to confusion as to what option to use. But on the whole, *Jungle Bungle* is a good, fun, well presented adventure.



ARCADIA

As breakout clones go, *Arcadia* is very competent. The levels are similar to those in *Arkaniod* as well as the overall layout.

A new type of alien has been included which immobilises your bat on contact, as well as deflecting the ball. The usual features such as catch bat, enlarge, slow, warp and bombs are included. Nothing new, but Arcadia is the best PD breakout-style game to date.

THINGAMAJIG



Educational products are normally only played by adults for a good laugh. *Thingamajig* is liable to draw adults in through sheer interest as well as captivating the kids.
Thingamajig is nothing more than an elaborate jigsaw. It takes a picture, breaks it down into thirty or so pieces, then gives them back to you one at a time. A help mode is at hand if things get really tough. Basic, but interesting kids package.

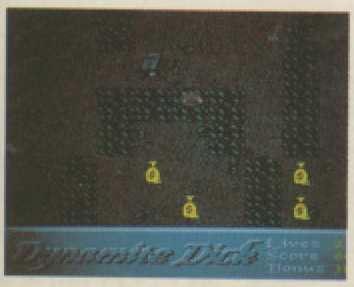
COLOURING BOOK

Another novel idea is the colouring book. It comes with six black and white pictures based on nursery rhymes, and sixteen colour palette to paint them with.
Sampled animal noises and tunes play throughout. If it's anything to go by Tina, our sales exec., spent half an hour colouring a pic in. If she enjoys this, then the kids will too.



DYNAMITE DICK

This is very reminiscent of early 64 games. Dick is out searching for gold in a abandoned mine, much to the annoyance of the resident wildlife. All Dick has to defend himself with is a supply of dynamite, which he can use to blow up creatures, walls and dirt piles.
Before he completes a level he needs to collect a number of gold nuggets which often lie in awkward locations, forcing a bit of thought from the player.



Dynamite Dick is a good, fun game with amusing noises, graphics and gameplay.

AMOS PD

By launching *AMOS*, Mandarin have created a veritable army of amateur programmers. It was only a matter of time before these programs started to infringe on the machine-coded PD world.
Although relatively new, the *AMOS* library now consists of over a hundred programs, ranging from *AMOS* updates and sound banks, to games, utilities and educational software.
The *AMOS* PD library and club isn't just restricted to the UK, there's branches in Australia and the US, which means the catalogues will soon be updated with overseas software. There's a licenseware section which contains some higher quality games and education packs, but these cost £3.50 each as a royalty has to be paid to the author.
Most *AMOS* PD will run independent of *AMOS*, this means that it's open to anyone. For existing *AMOS* users there's a range of utility disks and expansion packs including fonts, IFF pictures and screens. Most software in this range comes unprotected so that the user can learn how the routines were put together.
For further information on *AMOS* PD you can contact the *AMOS* Public Domain Library on (0942) 495261 or PCS on (061) 8392542).


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AGENDA

The recent Intertainment '90 conference, held in mid-town Manhattan, New York, brought together delegates from all over the entertainment industry – people who realise that Interactive Entertainment is the boom area in the '90s – John Cooke was there as well, picking out the weird and the wonderful - yes, this is the shape of things to come.



INTERTAINMENT '90

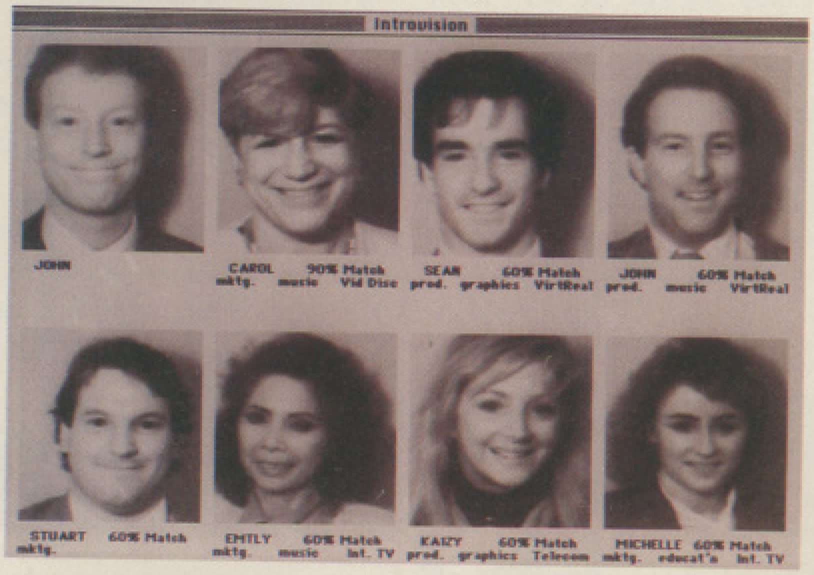
NIGHT CLUBBING – BY COMPUTER

OK, so your mates have dragged you down to the local disco, you're wearing your best togs, nicked some aftershave and are doing your best to look cool. Trouble is, you don't know anyone and suddenly feel intimidated by this unfamiliar social confrontation.

The usual solution used by chaps down through the ages, is to get as many pints down you as quickly as possible, then try and chat someone up before the short window of confidence moves onto incoherence.

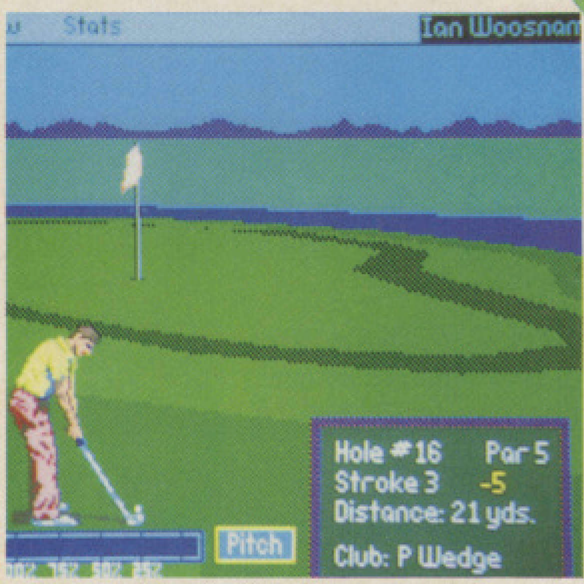
Barbaric, isn't it? An American company has come up with a simple solution to break the ice at such gatherings. Entering the disco, you fill in a simple questionnaire on your likes, dislikes and details; this is scanned into a computer, along with a digitised video mug shot.

Out comes a printout full of compatible types (who have also filled the same form in) along with their pics and a percentage score on how 'compatible' they are with you. Armed with this you can make your selection in the knowledge that at least you now know a few names and maybe might have something in common to talk about to break the ice. This could be the next craze after Karoke, y'know....



Left: A smiling John Cooke (top right) submits his ugly mug to the video camera, fills in the computer form, and out pops a digital list of compatible types with whom he can build a long and fruitful relationship. Obviously, they've never met John!

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THE INTERACTIVE BOOK

Did you know that only 2% of top executives ever use a personal computer? Too busy talking into mobile phones maybe, but it is true that in the so-called Computer Age, far too many people are still scared of anything that has a keyboard, TV monitor and begins with the letter C.

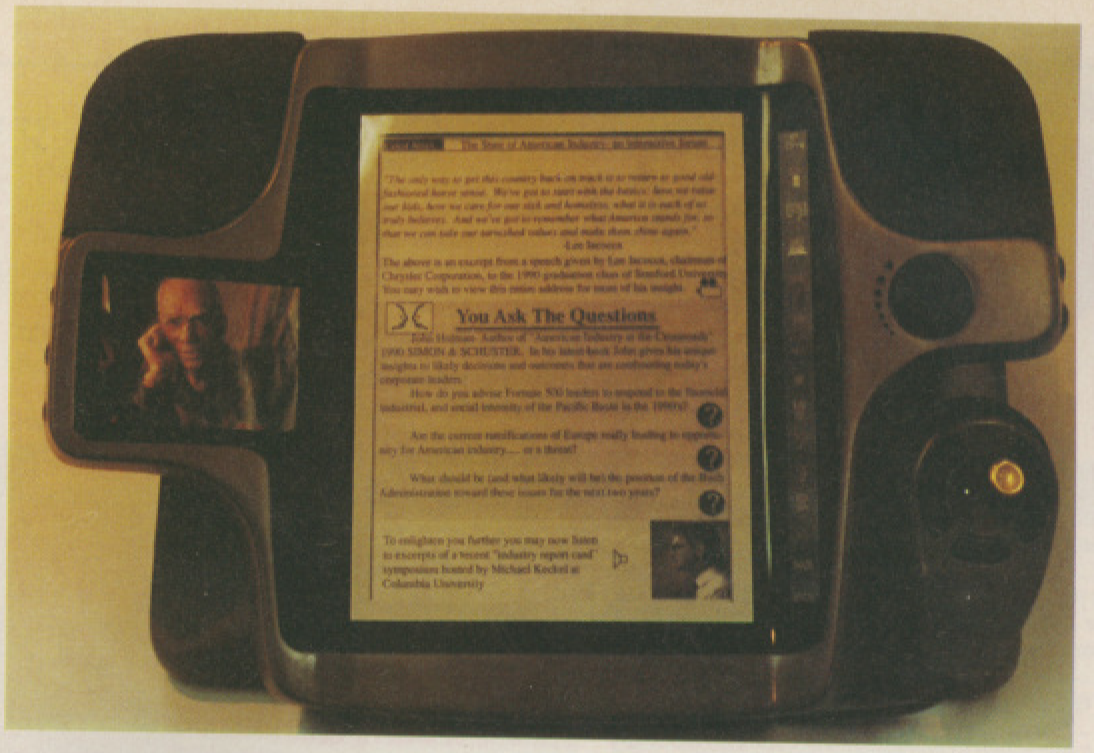
A Texas company, Empruve, have decided that this isn't good enough and has designed a new computer for training and learning purposes, primarily, with user friendliness in mind to produce an, 'optimum delivery solution for information retrieval.' It's called Cornucopia.

Using Human Factors engineering techniques, they've come up with a design that looks like a book resting on a lectern – in fact Empruve see Cornucopia as a book that uses the microprocessors as a helper. In the same way that an automatic camera has microprocessors to autofocus and produce the right exposure, Cornucopia is designed to be a book with microprocessor support to turn the whole thing into a true multimedia experience.

The multiple displays are the most innovative part of the design, with a VGA mono A4 screen to display pages of text, a smaller 4" full colour screen to the left and a thin column of icon displays running down the right of the text display. There's also stereo sound coming out at you to the left and right of the display.

Initial tests on the unit show it to be remarkably effective – and it's certainly a powerful piece of machinery, with a 20MHz 368 processor, on board modem, bags of memory, and a CD Rom drive. And around 15 thousand pages of text, 20 thousand colour stills, 6 hours of speech and 80 minutes of video can fit onto one of its CDs. That's a lot.

It's expensive right now – at $4,000 plus – and aimed at industrial training markets, but if it was ever sold in the shops it would be a lot cheaper and would be the ultimate personal teaching tool.



At $4,000 Cornucopia isn't cheap but this user-friendly interactive book just might cause something of a minor revolution in the computer world. Primarily aimed at educational and training markets, the device is being touted as an 'optimum delivery solution for information retrieval'.

AMIGA DREAMS

Vincent Jean-Vincent has made a real splash over the past few years with a software package called the Mandella system that has an Amiga at its heart.

He points a video camera at himself, up against a green "chromakey" screen. Then this image is sent to the computer, overlaid over some computer graphic screens. The example here is a set of drums.

The person in front of the camera looks at the resulting merged image – and the system reacts to movements you make on the screen.

For instance, when you hit the drums with your hand, drum sounds are produced by the computer , a different note for each drum, plus the cymbals. Quite hoopy really – but there are other applications, for instance, games!

The most popular is one in which you find yourself standing in front of an ice hockey goal, and computer generated pucks zoom towards you. Deflect the pucks away from the goal by flailing your hands wildly.

More surreal are what are termed 'experiences' – complete with mood music. Bubbles rise from the bottom of the screen. When you move to touch them, they burst and turn into birds that circle your head!

With the package installed at such places as the Smithsonian Institute in Washington and the Wonderland of Science and Art in Tokyo, the system produced by Vincent's company Vivid Effects is getting quite a reputation. And if you fancy having a go yourself, authoring units are for sale.





Top: Standing against a chromakey screen, a video camera records your image and sends it to a computer. Next, some computer graphics are added to the picture and then the software program – Madella – takes over allowing you to inter-react with the combined image.

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BATTLETECH – INTERACTIVE GAMES

The world's first interactive computer game centre has just opened in Chicago – and with celebrities like Kurt Russell and his film crew queuing up to have a go, it's proving to be a huge success.

Playing teams of 4-on-4 in a future conflict, each player controlling a gigantic robot and linked to other team members by radio, it's certainly state-of-the-art team combat – and a lot less muddy than running around in the woods, firing paint balls at each other.



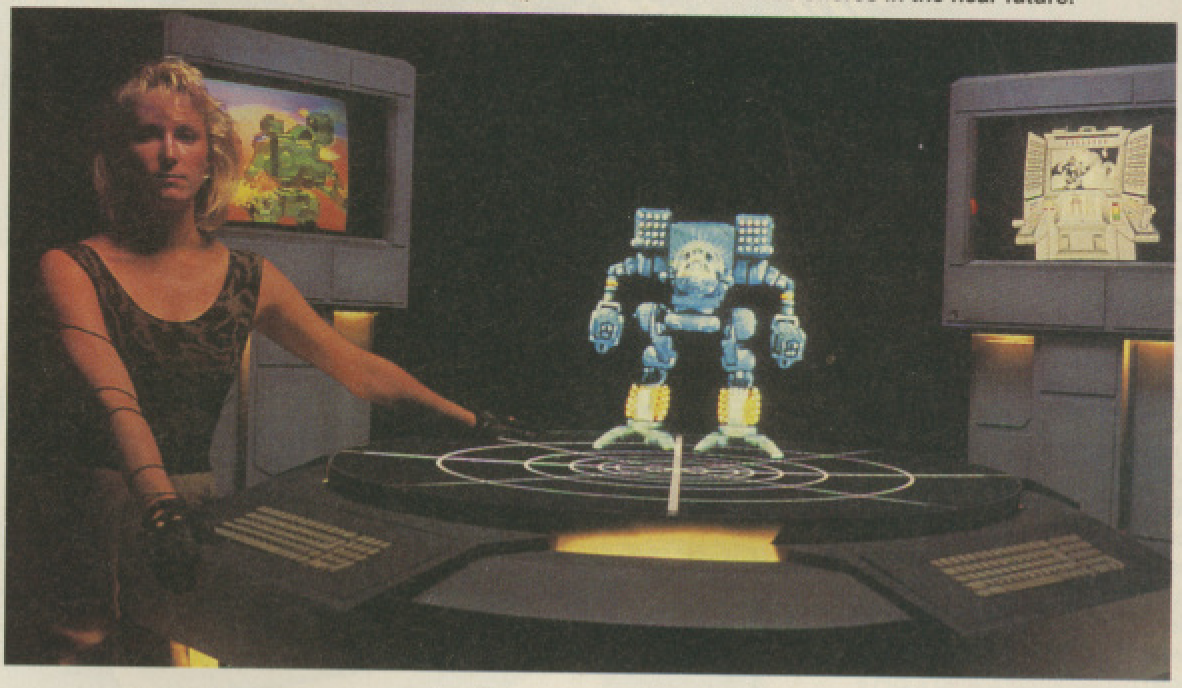
It's all very high-tec, with the specifications of each cockpit being positively mind boggling, each made up of 26 separate PC boards, with two screens: one shows the main view out of the robot, the other one the radar.

On the primary screen, resolution is 320x200, 64 thousand colours out of a palette of 16 million. Each unit alone has 34.5 Meg of Ram and all sorts of hardware scaling, scrolling, transforming, etc.

The sound system can place any sound within three dimensions – plus a huge Woofer in the seat, to vibrate your bottom.

There are close to 100 controls and even more indicator lights. Initial test results say the punters love it – even 'though it gets a bit pricey at about £2 for 10 minutes of play.

Take control of a gigantic robot and slug it out with friends. At $600,000 a time the system isn't cheap and unfortunately there are no plans for it to reach these shores in the near future.



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ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month we'll be reviewing the very best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

UTILITY SOFTWARE

PROJECT D

Project D is basically a disk copier program. There are other functions included as well, such as the disk editor which allows you to examine and modify data on the disks from AmigaDOS level right down to the raw MFM level. Not only does Project D allow you to back-up unprotected disks, it also allows certain protected disks to be copied as well. It will even copy disk formats from several non-Amiga operating systems, such as Atari ST, MS-DOS, C/PM and Xenix. These will only copy to the same formats of course, not translate to Amiga formats. You can make multiple copies of disks, although since this program is primarily intended to make back-up copies for your own use, the inclusion of this facility is somewhat dubious. CU would like to make it perfectly clear that we don't condone software piracy in any shape or form.
Verdict: A moderately fast disk copier with a good disk editor and some extra facilities you may find useful.

Evesham Micros (0386 765500) Price: £57.50

AMOS

Billed as 'The Creator', *AMOS* Basic is designed to make program creation easy – or at least easier than doing everything from scratch. Because the Amiga is quite a complex machine, anyone upgrading from a computer like the C64 suddenly found themselves in difficulties when they tried to use all the fancy features. While AmigaBASIC has commands to handle many of the Amiga's features, to write even a half decent game was difficult. *AMOS* allows programmers to concentrate on the design of the game, without worrying too much about how the fancy effects are actually achieved. With over 500 commands, the *AMOS* Basic language gives you a power over the Amiga only previously available to the most dedicated programmers. In addition to the *AMOS* program there are a number of utilities that come with it. These include a sprite editor, a sprite grabber (which allows you to create a sprite from any IFF format picture), a background screen designer, and a very handy HELP facility which can be loaded into memory for use while you are running *AMOS*. Also included is *AMAL*, an animation language which allows you to generate smooth animation sequences for inclusion in your *AMOS* programs. Animation speeds are quite impressive. There are one or two problems if you own an A1000 with expansion memory; some of the screen displays go haywire and the system crashes frequently. These occured while running all of the 4 demo programs supplied as examples. A500 owners shouldn't suffer from these problems though.
Verdict: You still need the original ideas in order to write a games program, but *AMOS* will make it much easier to achieve a creditable end result. A must for budding games writers
.
Mandarin Software
(0625 878888)
Price: £49.99

K-SPREAD 3 AND K-SPREAD 4

Reknowned for their application software, Kuma have now extended their range with *K-Spread 3* and *K-Spread 4*, two professional sporead sheet systems. The systems are billed as some o fthe most professional to hit the Amiga, and can load and save DIF, Lotus, ASCII, WKS and WK1 files, and the systems are fully WIMP operated for user-friendliness. Each package sports over two-hundred functions and cover database, logical and financial handling, and time and date calculations. There is also a facility to define your own functions to suit your needs. These can then be added to the system's menu system. Files can be loaded, swapped and comapred and the system automatically senses whether it is a numeric or text file it is handling.
K-Spread 4 can do all this, but also has macro and graphic facilities, which allow you to string sequences togteher and provide graphs of your details respectively. In addition, the graphs can be summoned and redrawn via the F keys. Both come with a War And Peace-size manual, and are available now.

Kuma
Price: £79.95 (*K-Spread 3*) and £99.95 (*K-Spread 4*)

THE DIGITAL MUSICIAN

Thalamus are normally associated with their fast all-action shoot'em-ups, but with *The Digital Musician* they take a brave step into the field of music software. Written by Softeyes, *The Digital Musician* is a complete package that takes you by the hand and guides you through the difficult stages of making music. Amongst its many features, it offers music, sample, pattern, and song editors, and claims that, despite its many features, it is extremely user-friendly. It also sports a MIDI option. The manual is extremely easy to follow, and punters about to enter the world of music packages, should give this a whirl.

Thalamus
Price: £29.99

ACCESSORIES

SOUNDBLASTER

Ever wanted arcade-quality sound from your Amiga? if so, then Manchester's Siren Software have come to your rescue. *Soundblaster* is a new device which allows you to hook your Amiga up to two fifty watt speakers for better sound quality. The speakers look like they've been nicked out of a car, but they make your games sound out of this world. The main device plugs into the back of your machine, and it sports buttons which allow you to alter the balance and change the volume of the output. In addition, Siren are also giving away a pair of stereo headphones with the device so that if your *Xenon II* exploits get too loud for your neighbours' liking, you can plug in and still benefit from the improved sonics.

Siren Software
Price: £52.99

MINI-AMP II STEREO SPEAKERS

If you don't have your hi-fi stereo system in the same room as your Amiga or you don't have a stereo monitor, then you could be missing out on some superb sound. The Mini-amp II consists of two rectangular speaker units and a volume control box. There is also a lead to plug into the serial port, for power. By placing a speaker either side of the TV or monitor, you get the full stereo effect of games, music programs and those excellent demo disks that are always appearing on the PD market. One problem is the very short lead between the Amiga and the volume control box, which means if you use something like the A500 Control Centre then it is difficult to adjust the volume.
Verdict: If you don't already have a stereo sound facility then give this serious consideration.

Trilogic (0274 678062)
Price: £19.99

THE PHASER

This device taps into the internal and external drive signal lines of the Amiga and enables the user to see exactly what happens when the computer accesses the disk drive. It comes in a smart white and grey plastic box, and measures 3 inches wide by 6 inches long and 1 1/2 inches deep.
The unit can be plugged into the external drive socket of the Amiga and has four independent functions, each one indicated by at least one high intensity LED. Two LEDs indicate which side of the disk is being written too or read and another lights up when the computer is accessing the external drive. A useful write protect switch at the back of the unit will write protect disks in all drives, even if the disks themselves are unprotected. This will stop all viruses from being written to any disk.
The most important feature of this unit is in detecting viruses. For a virus to be destructive, it must first write to the disk. The write light of the *Phaser* will flash on at any time the disk is being written to. Boot block and Link viruses both write to disk within 10 seconds of switching on the computer. All you need to do is watch the indicator and if it lights you've got a disk virus.
The Phaser costs £34.95 plus £1.25 p&p direct from the inventor. Please make all cheques payable to John Dudley and send to: 118 MiddleCrockerford, Basildon. Essex. SS16 4JA.

A500 CONTROL CENTRE

If you are fed up with all the wires coming out of the back of your Amiga and the fact that the monitor (or TV) has to sit well behind the computer to avoid fouling the plugs and leads, then the solution is at hand. The *Control Centre* fits over the rear of the A500 and gives a large surface for the TV or monitor to stand on, directly above the computer. There is also a small, full width shelf which will house extra disk drives, papers, and disks. Since the joystick and mouse ports are now tucked away underneath the unit, two leads connect from the back of the Amiga to two sockets on the side of the *Control Centre* so that the mouse and joysticks can be easily removed or replaced. The whole unit is made of metal so will take virtually any weight of monitor or TV. The unit comes in two parts, but needs only four screws to assemble, plus the fitting of two 9-pin sockets into their holes in the side.
Verdict: If you have your A500 permanently installed somewhere then this is an ideal unit to keep everything neat and tidy.

Premier Micros (0480 300738)
Price: £49.95

GS4500 SCANNER

Datel have improved on their *GS4500* hand scanner and the result is an even clearer image, thanks to the custom LSI chip that has been added. Continuing these improvements, they have also added to the scanner's software and it now features the ability to merge two scans, along with a number of new editing commands. In addition, Datel are now bundling the scanner and software with *Photon Paint Illustrator*, making it one of the better value scanners around.

Datel
Price: £169.99

ACTION REPLAY MK III

Also from Datel is the new, updated *Amiga Action Replay* cartridge. The new MK II version still has all the facilities that the first one had, but has had a Music Sound Tracker, instant DOS commands, a boot selector, and an Autofire manager added making a powerful and extremely useful development tool. Also, for people who feel the need to save screens from their games to show off high-scores and the like, whereas the first unit required a bit of hassle as you tried to get it to save as an IFF file, the new software saves it down as IFF straight away. Similarly, snatched music is saved straight to DOS. A few other rough edges have been smoothed off, too, and there is also a version out which will fit the A2000 which costs ten quid more than the price listed below.

Datel
Price: £59.95

MINIGEN

A mini-genlock device to allow you to combine a TV (or VCR) picture with the display from your Amiga. This is a budget model aimed directly at the home market and means that you can now use the Amiga to title and even interact with your home videos. The unit is the same size as the TV modulator box and plugs into the same socket. There is a three position switch which displays the Amiga graphics only, the video signal only, or a combined picture. In the combined picture the video signal replaces the background colour on the Amiga screen. Thus a coloured title on a plain background will show up as a coloured title superimposed on your video picture. The output signal from the Minigen is composite video so if you are used to using an RGB monitor the combined picture will lose some of the fine detail of the Amiga screen.
Verdict: If you are into home videos in a big way then this is well worth considering.

Applied System Developments Ltd.
Price: £115

AUDIOMASTER III

Famed for their *Expert* cartridge, Trilogic return to the field with a new Amiga sampler. The *Audiomaster III* software is billed by the company as the 'finest piece of sampling software available for the Amiga', and it runs on any 512K machine, although those of you with extra memory can take advantages of a few additional features. Amongst the many features, there is a CD simulator for crisper sound, and it can also sample at an impressive 52.6K samples per second. Also, adding to the software's value, Trilogic are throwing in a free MK2 Stereo Sampler. This useful piece of kit complements the new software and can handle the fast sample rate at over 100K a second. *Audiomaster III* also houses a state-of-the-art sampling chip. For a measly extra fifteen quid, Trilogic have added a printer through port to avoid any annoying pulling of cables, allowing the sampler to be kept plugged in all the time.

Trilogic
Price: £99.99.


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ADDITIONALS

BUSINESS SOFT

INFOFILE

This useful software acts as a database manager and can organise sound graphics and information into easy-to-access bite size chunks. With *InfoFile* you can store and organize addresses, phone numbers, and fax numbers of all your business contacts, clients and friends. It can also help with basic business accounts – expenses and inventory for your small business or home can easily be maintained.
InfoFile comes with ready-made database templates already designed for the most common uses for storing information. The Template Disk containes templates for addresses, your cheque book, church and country club (!) activities, expense reports, inventory, libraries for books, music, video, real estate listings, staff members, and even one for keeping track of your work out sessions.
InfoFile is also capable of storing and diplaying any IFF graphic file created from *Fusion Paint*, *Deluxe Paint*, *DigiPaint*, or any other IFF compativble painting or digitizing program. Additionally, the utility can also store and play any IFF digitized sound file created by *Future Sound*, *Pro Sound Designer* or any other IFF compatible sound digitizing program.
We'll have a full review next issue.
For further information write to: The Disc Company, 60, rue Marcel Dassault, 92100 Boulogne-Billancourt, France.
Price: £49.95

EDUCATIONSOFT

FUN SCHOOL 3

Database continue their *Fun School 3* series with the addition of three more packages. Each aimed at a different age group, there are learning games for 5-7 year olds, over 5s and over 7s. The games are very simplistic and involve elementary puzzle solving, but they are bound to please the younger members of the household who maybe don't get to use the computer very often. The presentation is about as good as you are going to get, with colourful and simplistic sprites brightening it up and making the games fun to look at – vital if you want to keep a kid's attention for more than fifteen minutes. In all, these packages are well worth a look, they should keep their respective age groups going for a while, and with six games per package, they probably won't get bored too soon. Well worth a gander.

Database
Price: Not available at presstime

NEWS SOFT

Derbyshire schoolchildren will soon be experiencing Japanese culture and language without leaving their classrooms – thanks to a technological breakthrough by Commodore.
Commodore's revolutionary CDTV combines the technologies of the computer and the compact disk with an ordinary television. The Derbyshire scheme is part of the CDTV pilot marketing prior to its launch in Spring 1991. *Japan World* is the first dedicated educational program for the new machine and was developed by Global Learning Systems Ltd and Derbyshire County Council following Toyota's decision to build a £700 million car assembly plant in the county.
Commodore will be supplying CDTVs to the secondary schools taking part in the scheme, which is designed to foster a better understanding of the Japanese language and culture. Using a simple infra-red remote control unit, the Derbyshire schoolchildren will be able to ecxperience Japan on their classroom TV screen in full colour and stereo sound, complete with text, graphics and motion video.
By linking the presentation of audio and visual info to their responses, students are able to work at their own pace and teachers can tailor programs to individual needs.

JOYSTICKS

RACEMAKER

An unusual joystick in that it is shaped like the control handles on an aircraft, with fire buttons on the tops of the two handgrips. It also has a variable rate auto-fire capability controlled by a rotary switch on the base. Although it looks as though it will give proportional control it is a straight on-off type joystick and doesn't give a very firm feel, particularly in the up/down directions. Great fun to use for car race games and flight simulators.
Verdict: Definitely has appeal, but a little pricey.

Euromax (0262 601006)
Price: £36.75

ULTIMATE RAPID-FIRE

This wide base, metal shafted joystick will really let you kill those aliens. There are no less than 4 big red fire buttons, two either side of the stick. Combined with a variable rate auto-fire control, this means that it can be used comfortably by virtually anybody, either left or right handed.
Verdict: Although expensive, this is the one I'd use.
Euromax (0262 601006)
Price: £26.40

QUICKSHOT II PLUS

The old, trusty QSII joystick has been given a new lease of life by the inclusion of new micro-switches which give a much more responsive feel. In the past, the Quickshots have been heavily criticised for their lack of strength and responsiveness, and the addition of the switches should ensure that they have a more positive feel and that they last a lot longer than their switchless predecessors. Also, at the surprisingly low price, this is definitely a worthwhile buy for Christmas.

Verdict: A new version of an old favourite which is good value for money.

Spectravideo
Price: £7.75

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ADDITIONALS

PRINTERS

STAR LC-10 COLOUR

With the Amiga's colour graphics of such importance to the appeal of the machine, many users want to be able to capture the images on paper. The Star LC-10 is a popular printer and the colour version will work well with the Amiga. The preferences printer driver must be selected as the EPSON JX-80, which the Star printer emulates. Although there are only four colour ribbons (Red, Yellow, Blue and Black), these colours are mixed together by over-printing to give a wide range of shades. Unlike an inkjet printer, which normally gives fairly faithful colour reproduction, the overprinting method with a dot-matrix printer like the Star does sometimes leave the overall picture rather darker than it appears on screen. While you can compensate for this by using the primary colours more than subtle shades, this does not help when printing predefined pictures from *D-Paint* etc. Despite this, the ability to print out a picture in colour has got to be a major advantage over a straight black and white printer. Text is just as good as the standard B&W version and a normal black ribbon can be fitted to save wasting the expensive colour ribbons. You cannot upgrade from the B&W Star LC-10 to the colour version, so if you think you may need colour printing in the future, go for it now.

Verdict: A good all-round printer with good quality text and adequate colour printing.

Star Micronics Ltd
Price: £298

OKIMATE 20

For sheer value for money it would be difficult to beat the Okimate 20. It prints in colour using a thermal transfer ribbon, which gives a kind of high quality, waxy feel to the picture. The quality of the colour can only be described as very good, particularly when you consider the price. Unfortunately the quality of the text leaves a lot to be desired, so this cannot really be considered as the only printer if you have a need for good quality letters etc. The Okimate 20 is a very small printer and the actual size of a full screen picture is smaller than on most other printers. It is also exteremely slow, particularly if the whole picture requires to be coloured in (i.e. no white background). The ribbons have the colours laid down one after the other, rather than in four continuous stripes, and since they are only single pass ribbons you will use them up at a fair rate.

Verdict: Despite some short-comings, if you want a printer mainly for dumping colour graphics then this is good value for money.

Oki
Price: £149.99

CITIZEN 124D DOT MATRIX PRINTER

Just in time for Christmas, Citizen have unveiled the 124D 24-pin dot matrix printer. Citizen reckon that the printer is a perfect entry printer which is one of the most versatile on the market. It can produce charts, diagrams and graphs with minimum of effort, and can print at 120 characters per seconds while in draft mode. Also, bearing in mind that Citizen are aiming it at the home user, they have made it simple to use thanks to a colour-coded control panel. Likewise, it can be made to print on either fan-fold paper or single sheets – the latter of which are useful for headed documents. Citizen will be supporting the machine with a variety of accessories, including a selection of sheet feeders, a stand, a serial interface and a memory expander. Finally, Citizen are offering an incentive to new buyers, in so much that any one who buys one will receive a full guarantee on all parts and servicing requirements for the next two years.

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TOP TEN THINGS WE DON'T WANT FOR CHRISTMAS

1 The Gazza and Friends LP
2 The official Teenage Mutant Ninja Turtles swimming trunks
3 Food poisoning
4 Cheap 'n' nasty liquors that cost 50p a box down the market
5 Humorous 'sink the ships' toilet game
6 Saint and Greavies world cup diary
7 Twenty five air miles (utterly useless)
8 A Christmas selection stocking
9 Computer games
10 Wizard of Oz video

FIVE CHEERY FILMS FOR BOXING DAY

One Flew Over the Cuckoo's Nest
Last Exit to Brooklyn
Killing Fields
The Bitter Tears of Petra Von Kamp
Scum

WHAT WE'D LOVE SANTA TO LEAVE IN OUR STOCKINGS

[The new cast test shots for Night Breed II]

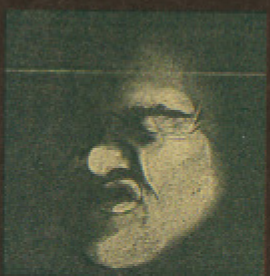
Steve James
A ticket for a transworld tour. A year's supply of Addles Old Peculiar. A cow and a flour mill with which he can produce his own pasties. Somewhere to call home. A decent pair of braces and trousers that fit.



Andy Beswick
The Masamato Tsurami all-in-one ninja outfit. Large amounts of cash deposited in a Hitchin bank account. Julia Roberts and Isabelle Adjani, in stockings.
A sense of humour.



Dan Slingsby
An inflatable Betty Boo. Five years knocked off his age. Everybody to be as miserable as he is. The complete back catalogue of games from every single software house. Waking up in the morning next to Kim Bassinger. A toupée.



Tom Glenister
A Spitfire piloted by Paula Abdul. A replica set of Douglas Bader iron legs and a Raptu all-in-one vegetable slicer/dicer. A rubber cat-suit and mask (oo-er). The RAF museum. Not to be taxed at 75% because of some cretin at the tax office!



Steve Merrett
A video of every Doctor Who episode ever! A driving licence. Mark Patterson to keel over after getting a ten pence piece stuck in his throat while stuffing down his chrissie pud! To wake up without a hangover on New Year's Day. Spot cream.



Tina Zanelli
Kanu Reeves. An automatic salami slicer. Frontal lobotomy to be preformed on Tom which will stop his obsession with planes and prevent him from thinking he's Bomber Harris.



Mark Patterson
A flashy Ibenez universe seven string guitar. A metal plate surgically inserted in his head. The bit of Malibu beach where they film Bay Watch, complete with that rather nice blond lady life guard. Some friends.



Remzi Salih
Harrison Ford. A new front tooth (to replace the capped one she thinks sticks out). For editorial to let her have some *good* games for her A500 instead of all the leftovers that no-one wants. A Roger Dickson all-pro fishing rod and lifetimes supply of maggots.



And the editorial department would like Santa to deliver the ad department a three foot high neon NO SMOKING sign and a dozen packets of Nicobraven

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NOTE FROM
PCS INTERNATIONAL:
Merry Christmas
Also because its Christmas and you thought the Comp. in the November Issue was hard. If you can answer these 2 questions then you can still enter:
1. Name the 4 Turtles?
2. Who appears at the top of the Sell-Out?
Find our address in the Demos section.

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& Finally...

FIVE VIDEOS FOR JANUARY

1. ALIENATOR
Budget movie about a condemned prisoner who escapes to Earth from his penal colony and is hunted down by a Terminator rip-off. Film made by Fred Olan Ray, infamous for his many $10 movies.

2. NUNS ON THE RUN
Robbie Coltrane is in sparkling form as one of two crooks who escape their pursuers by dressing up and living the life of nuns. Classic slapstick comedy not seen since the days of Terry Thomas and co.

3. THE PUNISHER
Another comic strip character gets the silver screen treatment in this entertaining shoot 'em up that would send Mary Whitehouse bananas. Dolph Lundgrun stars as the Punisher.

4. WINGS OF THE APACHE
Stars Nicholas Cage and Sean Young as 'Top Gun' chopper pilots who take on a vicious drugs cartel. Action sequences were filmed with the full cooperation of the US military and real attack helicopters, but spoilt by over sentimental direction.

5. SALUTE OF THE JUGGER
Uninspiring sci-fi epic about a violent futuresport starring Rutger Hauer. Poor on characterisation, high on violence, the movie paints a grim picture of the future. Bleak and uninspiring.

TOTAL RECALL



GUILD
RELEASE DATE
PLOTLINE – Arnie goes on a bloody quest to find his real self.
GIMMICK – Plenty all-action fight scenes – especially the human shield!
HIGHLIGHT – A big budget set that looks amazing, with superb FX to back them up.
*****

Unless you've spent the last six months on Mars you can't have failed to pick up at least the basics about this $75M dollar smash. Far from being the happily married labourer he perceives himself to be Arnie is actually a secret agent from Mars whose mind has been tampered with after he started to see to much bad in the good guys. His charming wife (Sharon Stone) meanwhile is actually a lethal killer sent to earth to watch over him.

EvenArnie is dwarfed by the sheer size of Total Recall's massive sets (and budget). The film is a virtual showcase of FX, with splitting women, a cast of hundreds of mutants, and even a disgusting red bogey which Arnie has to extract.. Unforgettable!

IN	OUT
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CU	Amiga Format
Long hair	Spikey tops and shaved sides
Jingly jangly indie music	Progressive guitar music
On-pitch soccer scrapping	Rugby
Middle East war games	Saddam
Monster Raving Loonies	Tories
Hippy free love communities	Rip off discos
European unity	France
Lager	Naff cocktails

WHO'S PLAYING WHAT

Steve James: Prince of Persia, Wrath of the Demon, Panza Kick Boxing

Dan Slingsby: Prince of Persia, M.U.D.S., Narco Police

Mark Patterson: Narco Police, M.U.D.S., Master Blazer

Steve Merrett: Kick Off 2, Line of Fire, Golden Axe







TOP TWENTY AMIGA CHART

1 F-19 STEALTH FIGHTER (MICROPROSE)
2 LOTUS TURBO CHALLENGE (GREMLIN)
3 KICK OFF 2 (ANCO)
4 ADVANCED FRUIT MACHINE (CODEMASTERS)
5 TREASURE ISLAND DIZZY (CODEMASTERS)
6 YOGI'S GREAT ESCAPE (HITEC SOFTWARE)
7 SUPREMACY (VIRGIN)
8 DRUM STUDIO (PLAYERS)
9 INDY 500 (EA)
10 HOLLYWOOD COLLECTION (OCEAN)
11 WHEELS OF FIRE (DOMARK)
12 POWER PACK (BEAU JOLLY)
13 GREMLINS 2 (ELITE)
14 TARGHAN (ACTION 16)
15 M1 TANK PLATOON (MICROPROSE)
16 CORPORATION (CORE DESIGN)
17 TURBO CUP CHALLENGE (SMASH 16)
18 RUFF AND REDDY (SMASH 16)
19 BLOOD MONEY (NEW PSYGNOSIS BUDGET)
20 CADAVER (MIRRORSOFT)

next month

CU AMIGA - THE TOP GAMES FIRST!

Well, we may not have been that accurate in last month's Next Month, but for our scintillating February issue you can expect...





Whether you want to tog up in the latest electro-armour or get the low-down on the Sales Curve's *SWIV*, the sequel to *Silkworm* you better buy the next issue of CU

REVIEWS Already in we have Ocean's eagerly-awaited *Battle Command*, Mindscape's bike sim, *The Ultimate Ride*, and the hot-licence starring *Edd The Duck*! In addition, you can expect (well, almost certainly expect!) reviews of Audiogenics bug-killing *Exterminator*, the futuristic goings-on of *Speedball II* (promise!), Domark's *MiG-29* along with their other vector masterpiece, the conversion of Atari Games' *STUN Runner*, Pogo's return in *Nebulus II*, the technocop forces of *ESWAT*, *Viz* and its mad-cap race against time, those suicidal *Lemmings*, the sequel to *Chase HQ - SCI*, and *SWIV*. And – in true Ronco tradition – many, many, more...



You have my sympathy! If you're having trouble defeating Rorn in Virgin's *Supremacy*, fear no more. We'll tell you how next issue.

IN DEVELOPMENT As always, our team are in search of news and info on all the best up and coming conversions and original titles. And next month, you can expect the definitive behind the scenes info on two of the most hotly-awaited games ever to grace the Amiga, along with words of wisdom from the development teams behind them.

DISK NUMBER TEN Without a doubt the best disk to grace a magazine cover, CU Disk 10 will feature our usual array of playable demos of all the games that matter.

PLAY TO WIN Not only do we review games better than anyone else, we play and tip them better too! Dan totally dissects Bullfrog/EA's *Powermonger*, whilst the *Immortal* is tamed with our complete solution. Coupled with our brilliant adventure helpline and tips aid, it's the most important place for any struggling games-player to look.

AGENDA Another trip into the future of computer entertainment. Whether we'll be exploring the newest form of Virtual Reality or travelling through millions of cinematic worlds with our trusty Amigas as our key to this exciting dimension, you can guarantee that this is the place where you'll see it first. Are you ready for for the future of gaming?



Head for a fall with Psygnosis' 120 level *Lemmings* game. We'll have a complete review.

N-N-N-N- NINETEEN Clad in our army fatigues, the brave band that makes up CU enter the deadly world of the Vietnamese war and, whilst avoiding mines and napalm attacks, will bring you everything you need to know about the war, its films and books, and all the games based on the infamous conflict. And we also take a look at the most recent addition to the 'Nam game brigade – Domark's newie of the same name.

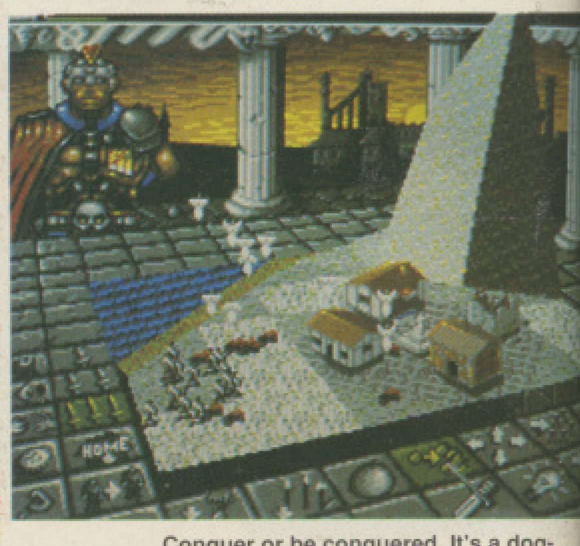


Take a ride on the wild side in *The Ultimate Ride*, new bike sim from Mindscape. Full review next issue.

FIRST IMPRESSIONS Casting our eye over our crystal ball, we take another look at the games that you'll be seeing during the course of 1991. In addition, we'll be making comments as to each game's failings and plus points, ensuring that you know what's what when it comes to future releases.

FREE! FREE! FREE! Yes, being the generous so-and-sos we are, we've teamed up with one of Britain's leading software houses to bring you the ultimate in money-saving offers. So start saving your pennies, as you'll be needing them.

And that's it really, certainly enough to warrant rushing out and buying the mag. So if you want the ultimate in up-to-date reviews, previews, news and views, then buy February's CU AMIGA. And if that's what you avoid in a computer mag, then there must be something wrong with you...



Conquer or be conquered. It's a dog-eat-dog world in EA's *Powermonger*. Tips galore next issue.


SOMEONE HAS STOLEN MY MIND MIND
SCHWARZENEGGER
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ENTER BATTLE COMMAND FIRST INTO BATTLE... LAST TO LEAVE



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Set in the near future, as an alternative reality, Battle Command is an arcade/strategy game in which the player controls a single "Maular" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the new World. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

ZERO - "ZERO HERO" 91% "Stands out in the graphics and atmosphere department. Very convincing. Very open. Very 'being there', add to this the increasingly complicated missions with a growing IQ factor and you have something of a corker that'll keep you coming back for more and more." "A mighty sequel to the mighty 'Carrier Command', except it's rather different."
THE ONE - 92% "Battle Command is combat with a strategic edge." "The 16 missions are more than enough to keep even the most ardent tank commander happy."
CE&G HIT 90% "The future is here and it's called Battle Command." "In technical terms this is one amazing program, and in gameplay terms the same applies." "It's all very addictive and will have armchair tacticians gibbering like loonies."

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